

STARGAZERS

TRIBEBOOK

*A Sourcebook for Werewolf: The Apocalypse™
Tribebook II*

STARGAZERS™

TRIBES

*O Gaia, compassion on these suffering beings
Who wander in Corruption, beset by fears,
Not knowing their own selves as the Gaia-Born —
May all of them attain the Star Within!*

*O Gaia, compassion on these ignorant beings
Who wander in Webs, numb to life
Not knowing their own selves as the Moon-Blessed —
May all of them attain Liberation!*

*O Gaia, compassion on these delusional beings
Fooled by false Mind, addicted to illusion
Not knowing their own selves as the Element Master —
May all of them attain the True Gaia Realm!*

— The Prayer for Deliverance from the
Three Dire Poisons

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C R I B E B O O K



Elemental Wind

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Author's Dedication

This work is respectfully dedicated to Allen Ginsberg, the holy, crazy Buddha of the Beats. His poetry cut through bullshit and illusion. A true Bodhissatva who spread compassion all around him. If more of us learned to listen to him, we would really know how to Howl.

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Introduction: Incarnations of Eternity

There is evil and disorder in the world because people have forgotten that all things emanate from one source. Return to that source and leave behind all-self-centered thoughts, petty desires and anger. Those who are possessed by nothing possess everything.

— Morihei Ueshiba, *The Art of Peace*

Kyai Ho!

Listen well. I am the 989th Klaital. For many lifetimes have I been a Garou. Blessed am I to be born so well, for there is no better path to liberation than the life of the Changing Breed. Before Klaital, I was like other Garou, confused and angered at the changes wrought in the world by humans. Since Klaital became enlightened, realizing the star within him that is the Self and the existence of the True Gaia Realm beyond all illusions, I have returned to the world over and over to free each and every creature of Gaia from the web of illusion.

Ah, my old cub, who has come to me after many years and many scars, I see that you suffer deeply. But no more so and no less than all who live in ignorance. Blessed are you to realize that you suffer, for now you seek escape from it. You seek freedom from illusion and strive for bliss in Gaia. How much worse are those who suffer but do not realize it? How long until they finally rise above their ignorance and see the Truth?

Truth is what you seek here, answers to the questions your own tribe could not answer. What do the Get of Fenris know of wisdom, you ask? Much, I tell you. But not the kind you seek. For you see, you are not of them, although you were born to them. Your soul, like many others, has journeyed long through many lives since the Dawn. I have known you before. Welcome, Stargazer, it is good to meet you again.

Yes, you were a Stargazer in your previous life. The signs are there; I have seen them. I will detail them for you later. I can tell by your eyes that this is not strange to you. You know this, deep within yourself. It is one of the answers you seek: Who am I? Where did I come from?

These things and more will I tell you. It is time for your initiation into the tribe of the Stargazers, Slayers of the Mind, Those Who Are Free from the Web of Ignorance.



Chapter One: Lifetimes in the Gaiadharmā



Chien (Obstruction): Surrounded by obstructions, one must first retreat, then seek the direction of the Sage.

— I Ching

Your time among another tribe has been good, for it has taught you their folly in a way words alone cannot convey. Only by living and failing over and over does the ego lose its sway over the self, allowing you to question.

I do not claim the other tribes are wrong in all they do. No, for they, too, know Gaia. But they fight the wrong enemy. As long as they spend themselves in rage against it, they will fail, and the true enemy will get stronger.

Your enemy, cub, is not the Wyrn.

Ah, still yourself. Beliefs long held die hard. I do not expect you to believe me simply because I say so. The Wyrn is formidable, indeed, and not something to ignore. It can greatly harm us, tempting us to its ways. Its ways are not those of corruption, however. No, this is but a side-effect.

Ask yourself: Why does the Wyrn corrupt? Where does its rage come from?

Suffering.

The Wyrn is the supreme symbol of suffering. Its extreme pain causes the world more pain. But this is good! For it awakens us to pain, to the realization that all is not right with the world. Without that realization, we would never seek escape from the pain, but remain anesthetized in a numb acceptance of illusion.

And what is the cause of the Wyrn's suffering?

It is the same cause as all suffering: Mind. This is the true enemy. But I see that you already misunderstand. I do not mean the part of you which you think of as mind: your thoughts and feelings. They are but small illusions within a larger illusion.



I speak of the source of Mind, the begetter of duality and discrimination, the womb of illusion. I speak of the Weaver, *Tsuchigumo*. Her Web entraps all creation even as it gives it form. But Truth lies beyond form, beyond duality. Gaia is Truth, the Supreme Oneness of All. Only through Gaia can we realize our true place. Only through understanding of Gaia and the methodical cutting of the Web can we come to exist in the True Gaia Realm.

We call this way of understanding the Gaiadharma. It is the way of all Stargazers. While the other tribes struggle against the Wyrms, who but suffers as they do, the world is wrapped tighter and tighter within the Weaver's Web. Only the Stargazers realize this truth. To expend energy in a useless fight only entraps the soul in a cycle of combat.

Thus do we cease our efforts against this false foe and strive instead against the true one. But the battle is far more subtle. It is not with claw and fang that we will win through. No, we must use the only weapons which can cut the Web. The first is the gift we received from the Weaver herself: Mind. With Mind shall we destroy Mind.

The second is the greatest ally of all: Compassion, that which comes from opening our heart chakras to Gaia. Without this opening up to Gaia, without heart, we cannot trust our minds. Too many on the path have been lost in illusions of their own making, trapped in labyrinths of logic and enigma. If allowed free reign, Mind eats itself, first cutting off the world by discriminating its interconnectivity into discrete, discon-

nected pieces and then building its own world with rules of regularity and repetition, heedless that Gaia's truth is spontaneity and uniqueness. This way lies Harano, the weeping for that which is not yet lost, the melancholy of ignorance.

It is not that we do not beware the Wyrms, or fight it when we can. But we must fight it in ways which will guide us and others against the true foe. Is not the Wyrms trapped in the Web? If we cut the Web, will we not free it and thus end its suffering, allowing Balance to return? When we fight the Wyrms, we do so to provide example to others about how they must defeat their own rage, the mirror of the Wyrms' suffering within us. We fight the Wyrms to free it and others.

Ah, I speak too clearly too early. You have known this before, but it was another life. The chaos of the Between, that which you passed through after death and before birth, separates you from this previous knowing. I will begin anew, at the Beginning.

Dawn Times

OM. *The eternal Word is all: what was, what is and what shall be, and what beyond is in eternity. All is OM.*

— Mandukya Upanishad

All tribes, all beings, have legends about the Dawn Times, the primal beginnings of the world. All such tales are wonderful and reveal a memory of the timeless, uncreated True Gaia Realm. The world never had a beginning, nor an ending. It still is, as it has always been.

Our sense of a beginning, like many things which we believe, is a lie. It comes from our sense of time, our linear moving forward from moment to moment. But time is another of the Web's falsehoods. For in truth, we move nowhere, progress nowhere and do not change. Our true selves are uncreated, unchanging, pure Gaia bliss.

At some deep level, so deep that we barely can conceive of it, we still live in the Dawn Times. We have never left. But the part of ourselves which thinks and talks and is our very identity is in the Web, and knows only duality, disconnection and solitude. I will call this the ego.

It is through our egos that you and I now talk. But on another level, we speak of higher things, remembering each other and our true home. I am old and have long practiced the Gaiadharmā, in this life and others. I perceive this true communication between us now. But you, as yet, cannot. If you discipline yourself through the ways I will teach you, you will come to know your higher self also.

How did the Web arise? The legends of other tribes speak of a madness, telling that the Wyld was too abundant, too rich for the Weaver to digest. She could not spin fast enough to give it all form, and thus went mad, making all of Creation insane.

The other tribes never ask why it is that she needs to give form to Creation. Was it not perfect from the start?

Gaia bid the world to take form, and to this task she set a part of Herself. Yes, the Weaver, like everything else, is but a part of Gaia. Then why is her work false? On a certain level — one which, like the True Gaia Realm, we cannot usually perceive — her work is true.

It was not Creation which falsened the Web. It was its creatures: namely, humans. Blessed with deep understanding and the power of gods, humans built the Web, and the Weaver followed their lead.

Know this now! Humans are of Gaia, just as wolves are. But Gaia gifted them with something no other animal has: Abundant Mind. That humans turned a gift into a curse is typical of their nature, a nature given them by Gaia. It follows: Did she not intend this to happen?

I believe so. I believe that humans had to break the world so that it could be fixed. The mending of Creation by its creatures requires a phenomenal task of Understanding. And the result of all Understanding? Life within the True Gaia Realm. Everything returns full circle to its beginning.

If this is so, then why worry about anything? Things will happen as they happen. Be content then, with your ignorance and suffering.

But if you are not content, then you must act, if only to learn that all acting is illusion. And once you realize that all is illusion — acting, not-acting, suffering and all else — you will return to the state of original bliss. And if you have learned well, and reached deep Understanding, you will realize that you must also help others to reach this state, for they are you and you are them, together as one in the True Gaia Realm.

Klailal From the East

Long ago, the Garou had no tribes. They were one people. Eventually, through immigration and toil, they formed the tribal alliances we know today.

From this wandering race of shapechangers, tribeless and without ties, came Klailal. From the East he traveled to the West, seeking answers to great questions. He found the Impergium. He found war between Gaia's creatures.

He was sickened by the hypocrisy and suffering he saw, the monumental ignorance. Garou fought humans and Garou fought Garou — all because they blamed humans for breeding out of control. But breeding is an instinct instilled by Gaia, the never-ending need to grow, to flower and ensure the continuation of the cycle.

No doubt, humans had grown past what their natural environment allowed through the use of their tools, wonders of invention which helped them fight back the cold and fell the strongest prey. But was slaughter the answer? Would slaughter stop humans from building tools? It only made them more inventive.

And the Weaver protected her own, spinning a Veil of ignorance about them when they were confronted with Garou, harbingers of a greater truth. Assault and fear could only strengthen such a web of lies, and the Garou aided the Weaver to build the Web of Illusion which now entraps us all, of which the Veil is but a warning, an early sign of an ignorance which would one day numb the world.

Klailal, contemplating this horror, fell into Harano.

This deep depression is one of the greatest enemies of the Garou. It has taken so many, stealing them from the path of enlightenment just as they near to their goals. So it was with Klailal. His wisdom had perceived the evils that the Garou committed, but he knew not how to address them, how to end the slaughter and heal the wound.

Klailal's Journey is perhaps the most well-known of our tales. Even those in other tribes have heard versions of it, although I doubt many have understood its meaning. Even among our tribe, ignorance persists, as young Stargazers travel the supposed path which Klailal took through Africa south to the ice, searching for outwards signs and portents of his wisdom.

But Klailal's journey was purely an interior one. He traveled far, but not on foot, and not in the spirit world. In his sorrow, his mind rewalked the path of his life, from happy childhood to sly middle years to bitter old age. He finally reached the current wastes of his saddened heart, and there saw the spark of being, his true self, that which remains after all illusions of self are shattered. The spark of Gaia within everything.

He had forsaken his life and identity, prepared to die in despair, and instead found the core of his being, the true unchanging center brighter than any star in the sky. Nothing could stain this spark, not Wym, Wyld or Weaver.

Having found the undying font of self, Klaital understood the illusions of the world, the misplaced values and beliefs of Garou, wolf and human. Rejoicing at his enlightenment, he spread the Word, first rehabilitating his past, his sense of self forged by his memories. He was no longer bound by his past self, his past actions.

He arose to take his enlightenment to the world, to pass it to others that they might see the light within themselves and thus break the bonds of ignorance which kept them fighting and struggling with each other.

But the Garou were not ready to hear the Word.

Saddened, Klaital removed himself from packs and tribes, walking alone, for he knew that only those who walk alone can come to know this interior truth, that of individuation of Self. Words cannot teach this understanding; each and every soul has to realize it for himself. Only when each soul willingly gives up the false life and seeks the truth in his own time can he come to know the Truth. Only when all souls have sought in such wise will the Web fade and the True Gaia Realm become clear.

Stargazers walk alone so that we can save ourselves and all others, not just Garou but humans and all of Gaia's creatures.

The Luminous Shrine

Be a child of the mountains.

Live among cloud-girded peaks.

Wear ragged, cast-off clothes.

Eat plain and simple food.

Ignore both friends and enemies.

Leave worldly work undone.

Do not hanker after quick results.

Be content with inner peace.

Decide conclusively regarding the truth of Dharma, and practice accordingly throughout your life.

— Surya Das, *The Snow Lion's Turquoise Mane*

Klaital returned to the East and established a monastery, a retreat from the illusions of the world where monks could study the Within. Others joined: not just Garou, but human mages also. Mighty did Klaital's students become in inner wisdom. These were the first Stargazers, those who saw Truth in a time before it was farther removed from the world. These Garou, both homid and lupus, have since been born again and again, sometimes as Stargazers, sometimes as greater beings: Jagglings and Incarna, each life a step closer to the True Gaia Realm.

In a world where some benefit from suffering, Wisdom has enemies. The Wyrms' servants feared what powers were being born in the Luminous Shrine, and knew that its wise ones, if allowed to practice unhindered by the troubles of the world, would one day liberate the world. They moved to destroy the shrine.

Their first weapon was crude. An assault of monsters fell upon its walls, beating and battering their way into the inner sanctum. But rather than resist this force, the gates

were opened, allowing the creatures to flood in freely. When they reached Klaital's meditation seat, they reared back to strike down the wisest of the wise.

Klaital simply raised his hand and touched his heart. This gesture, so simple and pure, halted his assassins, and they fell to the ground before him, awed by his mastery of Gaia's heart path. Even in the face of death, he offered compassion to his enemies. Some of the beasts fled, confused and angry at themselves, shamed at being stopped by a mere gesture of love. Others, however, stayed, and begged Klaital to teach them Wisdom so that they could cut the strings of ignorance by which the Wyrms had played them like puppets.

He accepted them and taught them what he could, difficult students as they were. It has taken them many lives to reach even the level of the most rageful Garou cub, but even now some of them still strive on the path shown them by Klaital.

The second weapon was more subtle. You see, the shrine would often accept converts from all across the world. It would initiate them into its mysteries and studies so that they could one day return to their own people and spread Understanding. The Wyrms chose two of its most honey-tongued and wise servitors to infiltrate the shrine and bring it down from within.

These two new monks questioned everything, but not in the normal way of the young. They chose the most disturbing questions and asked them when they sensed that their mentors were their weakest. In this way, they spread doubt among their masters, whose confusion in turn spread to all the students.

Sensing this tide of ignorance, Klaital summoned the young monks before him and allowed them to pose their questions to him, the greatest among them. They were more clever than before, sensing that their moment had come; if they could not destroy Klaital's peace, their mission would fail. They conferred among themselves as to which question to ask first, for if they could not unseat his mind from the start, they would not win.

They asked: "How do we know that your Truth is not a lie?"

Klaital smiled and placed his hand upon his belly.

Defeated, the two monks slunk from the shrine, hiding their faces in shame, fearing to return to their master now that their mission had failed.

The final weapon was the subtlest of all, and the one which brought the walls down. A diseased beggar came to the shrine seeking food and healing for his sores. He was admitted to Klaital, who would ease his suffering with mantra chanting.

But the old beggar asked, "How can you spend your time with me alone when others suffer the world over? What use is my healing when I will go gamble and whore my health away again? Others who cannot reach the shrine are more needy."

Klaital was still, and then spoke. "Yes, my Enemy, you are right. I had hoped to prepare a while longer, but my patience is vanity. I will heed wisdom and send my monks out into the world."

The old man smiled, knowing that the Wyrms had won, for the shrine would lie empty as monks traveled into the world, each alone and corruptible.

But Klaital spoke again: "And so it is as Gaia meant it to be. No womb can hold an infant forever. All children must make their way in the world before they can return again to the womb. But in so doing, they will realize that they have brothers and sisters, and are never alone and without kin."

The old man began to cry. His ploy had succeeded, but was destined to only cause the Wyrms more pain than the secluded monastery could ever have.

Klaital arose, fetched his walking stick and pack, and left the shrine, telling others to follow, for the walls would soon crumble. Within the month, his prophecy had proved true, for without his Wisdom to hold them up, the walls did indeed fall, collapsing into dusty ruin. The other monks gathered their packs and staves and left, traveling in all directions away from each other into the world.

Klaital was not to be seen again for many years, and his return was in a different life. Stargazers always hearken back to this legendary temple. Of its monks, some retreated to the Umbra or into the caverns of the Hollow Earth. Others traveled to far lands, some to the Americas. Many passed into realms of dream. Some believe that the monastery is but a metaphor for the wisdom of Atlantis, Mu or Lemuria. When those civilizations fell, their wisdom was scattered across the world.

The great library of this temple did pass into dream, into the realms of Chimera. Many people have had dreams of a great book of knowledge, one which contains all the knowledge in the universe. Such is the shrine's lore, known to some as the Akashic Records. It is said that the pages of this Universal Book are written in the stars.

All Stargazer caerns are but shadows of this primordial monastery, although each tries to capture some of its essence. It is the Stargazers' task to build this shrine again, in their bodies, hearts and minds.

Lone Wolves

*I turn over and over in
My heart the memories of
Other days. Tonight as always
There is no one to share my thoughts.*

— Chu Shu Chen, *Alone*

To all corners of the earth the Stargazers sojourned. Some traveled together for a time, but each eventually went his way alone, as did Klaital on his famed journey toward enlightenment.

Many failed, succumbing to worldly temptations, abiding among trivialities. Others fell to poisonous thoughts — anger, envy, delusion — and used their powers for ego-gratification or turned them to evil uses, becoming evil in the process. Their diamond-hard minds and words became weapons of corruption, perverted by the Weaver and the Wyrms.

Such black monks convinced themselves that what they did was not wrong, and that it was simply another path to enlightenment. Logic provides so many means to delusion, not the least of which is the power to disarm all ethical viewpoints, relativising good and evil.



It is true that, in the True Gaia Realm, there is no such duality. But outside such a perfected state, all dualities are weapons of ignorance. This is why only the heart path of Gaia can guide us through intellectual relativity, and only our belly centers can ground us from delusion — our guts know truth when our minds do not. The body does not lie, but pain can distract the mind and cause it to think otherwise.

So follow not the ways of corruption. They are traps and will deliver you to lives spent in hellish realms of Atrocity or Abyss. While such hells can purify the soul of repressed poisonous thoughts, it takes many lifetimes. Too many now reside in such Wyrn realms, and too few live in the world now, unprepared to save it through quests for enlightenment. When the Balance is beyond repair, the Apocalypse will commence, and the way to the True Gaia Realm will be shut forever.

The path of the Stargazer is a hard one. It has always been so. The Weaver's Web is strong and many-layered. A breakthrough in one layer reveals still more layers to be cut. It is easy to lose heart and give up. Persevere! In the darkest moments, your inner light will guide you. You are never alone when you know your center; you then stand with all the world, with all creatures high and low, great and small, united against ignorance, striving for Great Perfection.

As the Stargazer monks traveled forth, bringing Klaital's Word to others, they occasionally found open ears for their teachings, not just among Garou, but among humans also. Word spread among the tribes of a new tribe, known as the Stargazers, wise wolves from the East, bearing deep wisdom.

The Impergium had not ended, but there were now tribes who opposed it, such as the Black Furies and Children of Gaia. The Children of Gaia, understanding the wisdom of this new tribe, asked the aid of one such wise wolf to end the slaughter. He agreed. When a Child challenged the king of all the Garou to gamecraft, she chose the Stargazer to stand in her place. The haughty king was brought low by the careful words of Klaital's student, and the Impergium was ended.

The Way of Kai Lin

Those who practice the Art of Peace must protect the domain of Mother Nature, the divine reflection of creation, and keep it lovely and fresh. Warriorship gives birth to natural beauty. The subtle techniques of a warrior arise as naturally as the appearance of spring, summer, autumn and winter. Warriorship is none other than the vitality that sustains all life.

— Morihei Ueshiba, *The Art of Peace*

The Stargazers were instantly renowned as wolves to be reckoned with. A few rageful Garou challenged them to brutal combats, envious of their wisdom and desirous to show them up. The undertrained monks were sorely defeated, some suffering horrendous scars as reminders of their weakness.

Word spread that the Stargazers, wise in mind, were weak in body. Too long had they spent meditating in their shrines. They had neglected the physical endowments given by Gaia.

One among them set about to change this, to devise a way of body awareness that did not allow rage to rule the



senses, destroying the work of mediation each monk had spent years obtaining.

Kai Lin he was called, the Bellowing Friend of the Wind. He removed himself to the mountaintops and cavorted with wind spirits, learning from them the subtle yet powerful movements of the invisible aethers. Years later, he came down from the mountain to teach other Stargazers what he had learned.

Before he could even begin the first lesson, an angry rival called Grovak Growls-at-Wyrm launched himself at Kai Lin in the full form of rage. With but a palm's gentle shove and a sidestep, Kai Lin easily threw his opponent far from him. Rising from the ground in humiliation, the Garou again charged. Again, Kai Lin avoided the blow, this time by shifting to his wolf form moments before a blow to his human-sized head would have landed. A simple step forward at the right angle was all that was required to topple his unbalanced foe.

Kai Lin stood upon the downed Garou and dug his claws into his flesh. "Which hurts more, friend, my claws or the shame of defeat by a foe you could not even touch?"

Grovak Growls-at-Wyrm stilled his thrashing as realization dawned on him. "What Gift did you use against me?"

"Only the perfection of the wind," Kai Lin replied.

"Teach me," Grovak said.

"You must first learn to control your rage. It is only a weapon once it has been mastered."

And so Kai Lin taught his fighting way to others. Few could master it, however, for its subtlety and control were beyond the abilities of most Garou. Such is the way with all true endeavors.

Serene Habhava: Klaital Returned

At this time, the Wyrm was the greatest enemy of the Stargazers. No one realized yet that it was only a pawn of its jailer. Even Klaital had taught that the Wyrm was the nemesis to be defeated, not just physically, but mentally besides.

In the early efforts against the Wyrm, the Stargazers joined the Garou in their battles. They were baffled by their enemy's inexhaustible rage. No arguments could prevail against it. While its servitors could be confused and won over from time to time, the great rage and pain always returned, as if from some great source beyond the world.

In these times, a young Stargazer named Habhava startled his mentors during his Rite of Passage. He knew things which it had taken years for his elders to learn, wisdom and secrets from long ago. The elders became suspicious, suspecting a trick from the Wyrm, and they confronted the young one, prepared to kill him if he did not answer all their tests aright.

Forced to succeed in tasks of combat, gamecraft and meditation, the young cub won through them all. This made the elders even more suspicious, and even envious. One among them riled the others to anger, convincing them that the cub could only have come from the Wyrm to infiltrate their tribe. They gathered about the cub, claws and teeth bared.

Then Chimera appeared before them, roaring like a lion and breathing flame like a dragon. All stepped back, awed at the appearance of one of Gaia's Brood. The totem of dreams then explained the true nature of Habhava: He was Klaital reborn, with many memories and wisdom retained. Upon his first death, Klaital had journeyed like all souls through the Umbra. But his amazing mind had been able to choose the path his soul traveled, and he steered into the realms of dream. There he met Chimera, and communed with that powerful spirit, trading wisdom.

But as he reclined in dreams, he witnessed the travails of Gaia's creatures, and grew sorrowful for them. He decided that he had to return to them, to teach his wisdom again, for it was not spread fast enough, and was often forgotten.

He vowed to seek Gaia Herself and beg Her to allow him to be reborn a Garou. Chimera aided him in his journey to the True Gaia Realm. Few spirits know the paths which lead there, but Chimera is one of them. Once Klaital reached this supernal realm of bliss and perfection, he met many friends and family long gone. Tempting it was to stay in Gaia's Womb, far from the horror of the world. But he was resolute. His compassion for Her creatures, trapped in ignorance, was greater than his desire for bliss. Indeed, his bliss was marred by this understanding. Gaia Herself blessed him and sent him back into the world, born again in a human body destined to become a Garou.

Awed by this tale and the proof of the wise cub before them, the elders bowed before Habhava, who they called Klaital Reborn, and begged him to show them how they could follow on this path, the way of reincarnation and perfection through lifetimes in the world. Since this time, many Stargazers have lived many lifetimes, often as Garou of different tribes, and sometimes as humans or spirits, all to gain a greater understanding.

I am the 989th incarnation of Klaital. It has taken me a lifetime to remember much of what I knew before, and all is still not clear to me. But I have attained new understanding also.

Habhava became as wise in his new life as he had in the last, and was given the title Serene, for so divine was his countenance and so immovable was he by desire that he calmed many a rageful heart.

Fierce Chakal: The Enemy Revealed

Where is your sword

Discrimination?

Draw it and slash

Delusion to pieces.

Then arise

O son of Bharata:

Take your stand

in Karma Yoga.

— Bhagavad Gita

Habhava wondered about the problem of the Wyrm, about how to defuse its anger. But it would take many lifetimes to

unwrap this puzzle, and much lore hard-gained by many Stargazers who dared the realms of the Wyrn to discover its secrets.

Finally, a Stargazer named Chakal, an incarnation of one of Klaital's first students, realized the truth. She discovered that the Wyrn was trapped by the Weaver, and thrashed and roared to escape its bonds. All it did were mindless, rageful acts hopeful of escape. It purposefully goaded Gaia's warriors so that they would seek it out and cut its bonds. But the Weaver's Web is too subtle, and the Garou instead fight back against themselves and the world, wounding those who may best aid the battle: humans.

The human connection to the Weaver was greater than the Garou's. This was evidenced in their tool use, their ability to imagine a different reality and create it. It was the Awakened ones, the mages, who were supreme examples of this truth. But they did not know the greater powers they served. The Garou's action during the Impergium had blinded them to such primal truths; they fled instead into realities of their own making, denying Gaia's reality.

Chakal realized that the only way to reach through the Weaver's Web was through mind, but a mind twisted back upon itself. Paradox and enigma. Controlled cognitive dissonance. Only through such a sane madness could a Stargazer walk the Web and remain unharmed. Cultivating a mind which could answer all enigmas posed to it became the prime task of the tribe.

And in a moment of especially incisive Understanding, Chakal realized that the Wyrn also knew this, that it spread insanity among its servitors so that they, too, would be immune from the Web and thus have a chance of reaching their master and freeing him from his cage. But the Wyrn failed to understand that only a being which has realized its star-soul, its indestructible light within can withstand madness without being destroyed. The Wyrn's servitors cannot win in their task, because their own madness will destroy them before they can free their master.

And they will also destroy Creation. Chakal feared that the Wyrn would one day corrupt the Garou to its misplaced task. If enough of Gaia's creatures are corrupted, the world would be destroyed before it could be healed. Apocalypse became an even more real possibility.

Only the Stargazers understood the true enemy. But how to communicate this realization to others? Chakal knew that this was a task for many thousands of lifetimes. Others must realize this wisdom in their own way. The Stargazers would hand such Understanding down to those who sought it, and subtly aid others in acting toward the fruition of universal understanding by all. While others would forget over the coming millennia, the Stargazers would remember.

Chakal is given the title Fierce, for so implacable was her intent toward enlightenment that nothing could bar her from Truth. No web of the Weaver could prevail against her Vajra Klaive, so sharp that it could cut false ideas from others' minds.



Safeguarding Wisdom

I fish for minnow in the lake.

Just born, they have no fear of man.

And those who have learned,

Never come back to warn them.

— Su Tung P'o, Epigram

No tribe is so influenced by humans. No tribe has so little influence over them. Nonetheless, the Stargazers sought to nurture wisdom in early human cultures. Following Klaital's vision of liberation from ignorance for all beings, the tribe sought to instill understanding in humans, and in turn learned understanding from them.

It was not an easy task. The ways of wisdom come not as easy as the ways of war. But there were a few successes, especially in the East. And whenever a Stargazer was near defeat, ready to give up on humans, a wonder would appear among them and lead the Stargazers to greater light. Buddha, Lao Tzu, Chuang Tzu, Dogen and others in the East. Ibn Arabi and Rumi in the Middle East. Christ, Plato and others in the West.

All beings display the gifts of Gaia, even if they regularly squander such gifts. Like water, Wisdom seeks the low places.

Unlike other tribes, Stargazers do not boast of a proud list of accomplishments among human cultures throughout history. Instead, we prefer to speak of the humans who have changed us, and taught us wisdom our wolf egos might otherwise have denied.

Surely, humans all too often forget the natural world from which they spring and to which they always belong. But even without our teachings, they sometimes realize this truth on their own. More than any pivotal historical moment, our tribe has affected humans by preserving their lore when otherwise they would have lost it long ago.

Our hermits and sages have collected scrolls and paintings, art and wisdom from all over, and hidden them in our mountain caves and caerns. Occasionally, we allow humans to discover these treasures and bring them into the world anew, but more often we reveal them again only to the few who are ready for them, those who have renounced the delusional world to live among the trees and streams, to seek the Tao or Gaia.

And the Wyrn, of course, tries to destroy such storehouses of wisdom wherever they be. I suspect a greater hand behind China's invasion of Tibet and its destruction of countless temples there. A great fetish, Kamura's Claw, was lost in those invasions, along with so much more wisdom.

Long ago, our tribe realized that such lore was not safe in this world alone. They retreated to Umbral realms to store their wisdom treasures, realms often open to human wanderers, such as Shambala, Shangri-La and Agartha in the Hollow Earth. Rarer and rarer it is that humans can find such places, but we know where they are. You will learn their locations when you need to know them, not before.

Cloistered

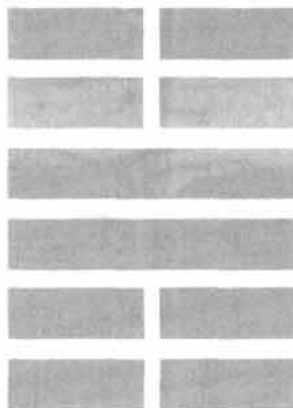
For a long age, our tribe cloistered itself in new monasteries, seeking escape from the false world while contemplating liberation. Only rarely did we affect Garou or human history, although our mentors and elders often taught the heroes of other tribes who performed great and telling deeds.

And our numbers have never been as strong as the other tribes. Many Stargazers today have been Stargazers in the past, in other lives. And we accept converts from other tribes — such as you, cub. In many cases, such converts were Stargazers before, born now into other ways. Like you, they often sense that their place in the world is wrong, that they instead belong on the path of contemplation and right action. They belong among Stargazers.

In the modern age, more and more Stargazers leave the monastery caerns to seek action in the world. We suffer a great sorrow of loneliness, for many of us do not travel in packs. Our solitude is our sorrow but our boon on the inner path. Perhaps, however, it is time to give up the lone path. It is time to join our packbrothers and sisters, and howl together as we did long ago under the primal moon of the Dawn.

Something stirs, and we hear the call. The signs and portents have been revealed, and the Apocalypse is perhaps finally upon us. The Sixth Age will not pass as it should, for the cycle is broken.

Enough meditation! We have had lifetimes to prepare for this moment. Now it is time to act.





Chapter Two: Practice of the Gaiadharmā

*When a sage sees this great Unity and his Self has become
all beings, what delusion and what sorrow can ever be near him?*

— Isa Upanishad

I have spoken of seemingly distant goals: enlightenment, liberation, perfection. How to attain these lofty states? It is not easy. If it were, all creatures would have attained them long ago. But many lifetimes have not seen it. Indeed, it would seem that beings are less enlightened now than they were in the past. This is not so; it only seems like it because the world is more delusional than ever before.

Yet you sit here and receive my words. Your lifetimes on the path have provided the karma necessary for you to be born as you are: a Garou. As I said before, there is no better form for the attainment of enlightenment, for no other form is so free. What other creature communes with Gaia so often? What other creature sees and speaks to the living world? The Awakened mages must wrestle with the Weaver's Paradox, but we are free of such traps.

The other tribes use this freedom to perpetuate violence and war. We use it to improve ourselves and others. The practice of the Gaiadharmā is our greatest rite.

Rage and Harano

Do not think so highly of yourself, however, for we suffer perhaps the greatest obstacle to enlightenment of all: Rage. Many believe that this anger comes from our connection to the Wyrms, that it is a taint in us. Not so. Our rage is our own. It is the primal pain of our loss. Loss of Gaia, loss of the Dawn Times, loss of our culture, loss of our brothers and sisters — our suffering from the pains of the world. No creature bears such powerful loss as the Changing Breed, and no creature suffers from it as much as we.

Yet what has been lost? Is Gaia gone beyond our reach? Do not our ancestors live on in the Umbra? Why do we weep for that which is not yet lost?

This is Harano, the shadow cast by our false ego from the light within us. You cannot hide from your inner light, but those false parts of you, ego identities, block your experience of this light, and fashion masks from the shadows. Many believe that these masks are their true selves.

When these selves despair, we fall into their shadows, shadows themselves of the Abyss.

How to escape this sense of loss, to reclaim our sense of life and wholeness here and now? Open your belly center, heart center and mind center — your third eye — to Gaia. Her light will fill you and drive out the shadows, allowing you to perceive the star-soul within you, the diamond of your true self.

Only by escaping loss in such wise can we control our rage, the symptom of loss.

The Mentor

Because there are so many dangers on the path, we each need a mentor to show us the way. Young Stargazers will seek out an elder Stargazer to teach them the ways of the tribe. Sometimes, when the young one is far from other Garou and confused by his First Change, a mentor will come to him to help him through his Rite of Passage. If they both still wish it, they can maintain the mentor-student relationship for further studies.

I am your mentor, old cub. You have come to me seeking wisdom and escape from the unease you feel among the Get of Fenris. I have accepted you even though this will surely cause many elders of your tribe to become angry with me. One or two may even try to convince me to release you and allow you to return. Of course, you may leave at any time. Your place among us is always of your own will. Do not worry for me, cub; I have turned aside the assaults of Wyrn creatures more feared than the heroes of your tribe. In accepting you as student, I willingly accept the consequences.

But you also must accept the consequences. While you may leave freely, you may not do so without my consent. Otherwise, I may not allow you to return. There are so many enemies seeking to entrap us, and the direst time for you is now, in the early stages of the training, when you will be taught mental powers but do not yet have the will to use them at your command.

Thus, the relationship between a mentor and his student is one of master to initiate. The student must obey the master in all that he asks, much as a Garou of another tribe must show her belly to her betters. We forsake the traditional dominance rites of our kind in order to seek a clearer path. While many of these rites were born from instinct, too many perpetuate false ego gratification. This is not so in wolves in the wild, who use such instinct in its proper mode, for survival. But too many Garou use it to prop up failing leaders.

The lupus among us often find this the hardest thing to get used to. For this reason, we still retain many of the forms of traditional dominance rituals, such as the throating. Indeed, a serene master can be transformed in moments into an angry wolf with his teeth around his student's neck

if the need is such. Often, only scars can teach true lessons; their mark on the body is a constant reminder. Think not to challenge a master; you will surely lose, and be punished with menial chores until the lesson of humility is learned. Only then will the real training again commence.

This is not meant to prove who is boss. It is meant to clear obstructions in the student's ego. To allow a headstrong and vain youth to continue learning tantrtras in such a state is dangerous to his soul, for it risks rewarding his illusory identity and thus making it all the harder for him to realize the star-soul at the true center of his being. Only once the student's ego has learned to serve the greater needs of the Self can true progress take place.

You are lucky in many ways, to have been born to such a fierce tribe. You have already learned the discipline of heeding your elders. But now you must unlearn the reasons why you did so. Now you must learn that all learning can only come from mutual respect between mentor and student, not from fear and dominance.

Visions and Dreams


Between the state of waking and sleep, I saw an angel come towards me with a fragment of white light; one would have thought it was a fragment of sunlight. "What's that?" I asked. The reply came: "It is the sura of al-Shu'ara." Next I felt something like a hair rising from my chest up to my throat, and then to my mouth. It was an animal with a head, tongue, eyes and lips. Then it expanded until its head reached the two horizons — in both the East and the West. After that it contracted and returned into my chest. I then knew that my words would reach the East and the West...

— Ibn Arabi

The true initiation for a Stargazer does not begin with the acceptance of training by a mentor. He must be initiated by a vision, the glimpse provided him of his true path in this life, the goal to be attained for enlightenment in the here and now.

How can we know truth in a world of falsehoods? By being open to true visions from Gaia. Visions are communications from the True Gaia Realm to creatures in the world. Dreams are the most common vehicle for visions, but they can take place in the waking state also. Indeed, this is one reason we honor Chimera, for she provides us with visions to clear our minds of false goals and point the way to true striving.

Mystics are renowned for their visions, often the source of their philosophies and teachings. It is the same for a Stargazer. Until she receives her vision, she cannot know her true path in the world. She must practice the Gaia dharma as taught by others. These teachings are potent indeed, and are enough to guide most souls to the next stage in their progress toward perfection. But a bed slept in by one may not be comfortable for another. Each Stargazer must seek



her own way, and only Gaia or Chimera can provide this for her. Many go for years without receiving this vision, but it comes to all of us eventually, even if only on our deathbeds.

My vision was spectacular, but words cannot convey its numinosity. It was in my vision that I realized my previous lives. It was my elders who recognized the other signs, and who soon declared me the incarnation of Klaital.

But how do we tell the true vision from the false?

False visions stimulate the mind only, or at times the body. But a true vision is felt, instilling a sense of awe or powerful emotion. Only when a vision affects the heart and is felt in the guts is it true.

There is no word in most languages for the "felt" vision. Thus, such a state does not exist, it has no reality, and is not recognized. Yet it does exist. The Wurm cannot fake such a verity, and the Weaver cannot imitate it.

Dream interpretation is an important and revered lore among us. Those who can interpret the meaning of dream visions can tell the future or see deeply into the present or past. Stargazers practice lucid dreaming (as it is today called) so that we may better understand the omens of Chimera. Also, power to control the course of one's dreams translates into power in the Umbra. *Quwwat al-khayal*, Imaginal Power, is very important to the sage. Without it, he cannot build the True Gaia Realm, for if he cannot dream it, it cannot become real.

The Five Minds


There are five supreme states you must cultivate in your consciousness as weapon and defense against the Weaver and Wurm. We call them the Five Minds or Elemental States.

Meditation (Earth Mind)

Visions must be digested for their meaning to become clear. There is a reason Klaital indicated his belly when asked how to distinguish true from false. The center of our bodies in all forms is in the abdomen, the navel. We must cultivate meditation by sinking our mind to this center, rooting it to the earth and stilling its manic thoughts. In such wise will the impure flow away, and the pure remain.

The mind which perceives true vision we call the Earth Mind, stable and unyielding, the root of all phenomena and the ground of being. The World Tree grows from the Earth Mind.

The weapon of this mind is the pictogram, the writing of the Garou, which guides us in storing wisdom and lore in deeper ways than a human alphabetic writing can ever approach.



Compassion (Water Mind)

One went to the door of the Beloved and knocked.

A voice asked, "Who is there?"

He answered, "It is I."

The voice said, "There is no room for Me and Thee."

The door was shut.

After a year of solitude and deprivation he returned and knocked.

A voice from within asked, "Who is there?"

The man said, "It is Thee."

The door was opened for him.

— Jelaluddin Rumi

You must open your heart center to compassion, the love of Gaia and love for all her creatures — remember, in the True Gaia Realm of the Dawn Times, there are no creatures separate from you. All are you. You seek liberation not simply for yourself, but for all creatures who suffer ignorance.

You must constantly remember this, for it is easy to become selfish, to let the ego become the driving need behind our actions. Power sought for this sake is sure to doom you to one of the many hells. Instead, seek power for others, and you will find rebirth in Gaia.

This is called the Water Mind, for it is fluid like a stream, flowing around obstacles yet remaining whole. It reflects the sky, ever seeks the lowest plane, flows on and on, rises into the sky and falls again.

The weapon of this mind is the pack, the brotherhood of Garou bound to common purpose. This is our weakest weapon, for few Stargazers join packs, choosing instead to live among human or wolf families. While these are noble pursuits in themselves, they do not teach the heart path so well as a pack bond. More and more young Stargazers now rebel against our tribe's monastic ways, and instead tread the Moon Paths with fellows from other tribes. This is good.

Kailindo (Wind Mind)

Now and again, it is necessary to seclude yourself among deep mountains and hidden valleys to restore your link to the source of life. Breathe in and let yourself soar to the ends of the universe; breathe out and bring the cosmos back inside. Next, breathe up all the fecundity and vibrancy of the earth. Finally, blend the breathe of heaven and the breath of earth with that of your own, becoming the Breath of Life itself.

— Morihei Ueshiba, *The Art of Peace*

The way of the Compassionate Mind is not the only path we follow to perfection and liberation. There is also the Way of Kai Lin, mastery of body and mind as one. The martial art of Kailindo is not a brute force tool but an internal weapon by which one gains control over one's own body and distracted mind. Discipline in the belly leads to discipline in the head, and allows for an opening of the heart.

While the practice of Kailindo was originally begun to allow Stargazers to defend themselves against their larger

and more brutal rivals among the Garou, its goal is not fighting alone. Fighting is simply used as a means of self-awareness, a metaphor for conquering the poisonous thoughts and deeds.

To first practice Kailindo, one must calm one's rage. The inner voice cannot be heard over its roar. Like the whispering of the wind is the inner voice, pure instinct uncorrupted by base desires and motivations. Pure instinct is the path to the inner light, the realization of which is the foundation of a Stargazer's identity.

Those who practice Kailindo cultivate Wind Mind, for their movements are subtle, their intent invisible, their bodies moving between stillness and speed, ever-encircling.

The weapon of this mind is the mantra, the sacred chanting of a magical word. There are numerous mantras for different effects, each the secret name of a spirit.

Instinct (Fire Mind)

Being a Garou is a blessed state, for it allows us to get close to our instincts, closer than a human. Certainly, wolves are closer than are we, but they do not have the Abundant Mind with which to cultivate perfection. They are more blessed than we, but unable to liberate themselves from a world not of their making.

As Garou, we must take the opportunity to cultivate the Fire Mind, that of instinct, so called because it is quick, bright, ever in motion, transformative, creative and painful to the naked touch. Such a state of being is the closest we know to Gaia, to the primal life in the Dawn.

It is the hardest mind to cultivate, for so many false desires parade as instinct. But true instinct is never false, and always guides us through danger. It is precognitive, knowing the future and synchronous with events everywhere, linking all beings in one consciousness. The Stargazer with Fire Mind is never surprised or disappointed, for all things are abundant to her.

Certain spirits can help one attain such a state of being, guides on the path to deep consciousness. Chimera's brood can point the way, for in dreams we witness aspects of our true selves. Wyld-spirits can also provide example, although this is best done at a distance, for they are fickle and chaotic, liable to usher one into a new incarnation before one's time.

The weapon of this mind is the Lupus form, closest to our beginnings. In this form, with its enhanced senses, can we best commune with the world and its creatures.

Enigmas (Moon Mind)

*I asked a child, walking with a candle,
"From where comes that light?"
Instantly he blew it out. "Tell me where
it is gone — then I will tell you where it
came from."*

— Hasan of Basra



Our tribe is fascinated with puzzles and riddles, enigmas and conundrums. Such paradoxes point the way to openings in the Web, weak spots where the Weaver has yet to strengthen the logic of her spinning. They are the holes by which we can crawl through the Web without getting caught like flies. Through paradox, we can confuse the mind to the point where it can no longer maintain its facade, collapsing for a moment and revealing the Truth. If we can make these moments of collapse and true perception enduring, we can rebuild our minds to receive and reflect true reality.

This is called the Moon Mind, for it cultivates the crazy wisdom of Luna, sister to Gaia. Her light shines on us at all times — even the new moon has its invisible influence.

The weapon of the Enigmatic Mind is the klaive, Cutter of the Web. The language of this wisdom is that of unsaying: to reveal true reality by using contradictions in language, revealing inconsistency and paradox, cognitive dissonance as the art of freeing the mind.

But beware! Not all enigmas can be solved. It truly vexes us to know this, and many deny it, struggling to piece together bits of a riddle or stray propositions in a logic puzzle. Such is our daunting will when turned toward questioning that the rest of the world is shut out until the answer to our quest is found: the riddle solved, the puzzle completed, the enigma revealed.

Others call this trait of ours an obsessive mindgame. Little do they realize the import of the unsolved puzzle. If we do not investigate it, the Weaver will claim it for its own. To realize an enigma is to liberate the mind. Failure to solve it allows the Weaver to spin webs in our heads.

Reincarnation

From delusion lead me to Truth.

From darkness lead me to Light.

From death lead me to Immortality.

— Brihad-Aranyaka Upanishad

Not all beings are reincarnated; some are blessed to return to Gaia's Womb for eternity. But most souls are not ready for such a gift; they must travel the world for many lifetimes before they can return, unattached to ego, still within their hearts and pure of false desires.

One's actions in the world determine one's destiny. Noble actions bring merit, which brings progressively better life situations from which to seek enlightenment. But do not judge those in poor situations to be less pure than you; some among them may be greater souls purposefully reborn in such a way to bring freedom to all.

Some souls are reborn as higher beings, Jagglings or Incarna spirits, lords of an Umbral realm. Others are reborn as lesser beings, perhaps even hellish Wyrmspirits. But do not think that a higher being has more merit than a Garou. Many of these beings' lives are long, and many are unable

to build the karma necessary to be reborn as a Garou. Only life in this world, in Gaia's physical realm, can bring liberation. Wisdom may be learned elsewhere and in other lives, but only here can it be applied. This is why I have chosen reincarnation as a Stargazer over and over again, each life sharpening the claws of my mind that they may cut the Web from others' eyes and allow all souls true vision.

Even the Damned are not beyond redemption through liberation. How much better is the state of the vampire than the wealthy human removed from want and need! For the vampire is at least Awakened to the secret truths of the world and may choose to seek the path of escape, which his kind call Golconda. Wretched will be the struggle, but it may be accomplished. Even here is an advantage, for a single soul may achieve enlightenment without multiple rebirths, for the vampire is denied such, but he is fully within the world. The many obstacles on his path are likely to earn him a thousand miseries in one of the many hells, but the chance for escape is always there nonetheless.

What of the human with no want or need? It will take him thousands upon thousands of lives to reach the goal, for he may never realize that he lives a lie. His lost opportunity in life will net him a lower rebirth, perhaps again in one of the hells. If he is truly blessed by Gaia, he may instead be born as an animal, and receive the bliss of interconnectivity and pure instinct. His next life will be thus purer and closer to liberation.

But all lives must pass through sentience before they can be free. Unlike many in the East, we do not view this as a boon, but a curse. It is only Mind which can defeat Mind. Would that it were otherwise! Would that our brutish cousins among the Get or the Talons were correct, and that claw and fang will win the day against falsehood and corruption! But it is not so. While there is a virtue in wishing it so, for dreams can become true in other realms, and thus inform our world, this one is simply not to be. Violence untempered by Wisdom is the path of rage, and thus the way of the Wyrms.

All of the five minds must be cultivated so that you can control your journey after death and become reborn in a form proper for your further progress. But where, you ask, does the soul journey between death and rebirth? It depends on the soul. Most Garou travel to their ancestral homelands and remain there as spirits waiting to aid the new generations of Garou. Others go to Dream or elsewhere in the wide Umbra.

Humans travel below, to the Underworld or Dark Umbra. There, their desires are burned from them in new lives as wretched wraiths, waiting to learn the lesson of nonattachment and cessation of desires. Their bodies are dead but not their egos. They have many deaths still to come.

Some beings go to the many heavens or hells, populated by higher or lower beings. There they are rewarded or punished for deeds in life. Envy not the heavenly ones and



weep not for the hellish ones. The heavens are greatest tests of all, for many believe they represent the final reward, the place beyond which there is no striving. This is not so, for these beings, while living in splendor, only deny the ignorance in the worlds around them. This arrogance prevents Understanding; they suffer delusion as much as any hell creature. Seek not to become a god, for the gods are cursed with blindness.

Only the Awakened being can see the truth. It is such a being you have become and must now strive to remain, no matter how many transformations jar your being. When you shift from human to wolf form, do you change who you are? Of course not. Then why should your shift from life to life be any different? When you can be reborn many times without questioning who you are, then you have reached the Great Perfection and can live unblemished in the True Gaia Realm and yet serve the world at the same time.

How do we know when a Garou has been reborn? How to tell one reincarnation from another? It requires either those who knew the Garou in his previous life to verify the signs, or else consultation with lore about that Garou's previous life (if any such records exist; they do for heroes and great sages). Many clues are exhibited: similar habits, likes and dislikes. Many tests are put to the prospective incarnation: possessions of his previous life are put before her, mixed with other items; if she picks the correct items, he passes that level of test. Her fellows put questions to her,

and ask her to read sutras she wrote in her previous life, mixed with other writings. If she answers most questions correctly and is especially moved by her own sutra, she passes yet another level. If she passes all levels successfully, she is declared the incarnation of the previously known Garou, and is accorded some of the renown of that Garou, along with her previous possessions.

Camps

Like all tribes, ours is built around many identities. Different Stargazers seek different paths to enlightenment, and join with others of like mind to best reach their goal. No path is more correct than any other; it is the practitioner herself who is to be judged right or wrong.

The Klaital Puk

The camp you have joined by seeking me is the Klaital Puk, the oldest of Stargazer paths, said to have descended from the first wisdom of Klaital as taught at the Luminous Shrine. The leader of the Puk is always an incarnation of Klaital, although, like me, each incarnation brings its own insights and unique personality. My inner light may be the same as Klaital's, but my personality is unique to this life.

Others accuse the Puk of being too authoritarian, trying to make a law of enlightenment. We are simply

methodical. Klaital set out guidelines for cultivation of enlightenment long ago, and we simply follow in this tradition. Original wisdom is timely wisdom. Understanding from a mind closer to the Dawn is to be more valued than wisdom from a mind tainted by the modern world.

Of course, I recognize that not all students of the Puk succeed. Too many are lazy, following only what we tell them rather than following their Fire Minds to what is good for them in particular. Ah, this will come in other lives if not now.

The Puk's caerns have the oldest storehouses of lore, writings and art from long ago. We do not always let Stargazers from other camps view these, for what is good for us may not be so for them. Does this sound stingy? Perhaps, but it is the way from long ago.

A Puk Monk Teaches:

There are few questions which cannot be answered by Klaital's sutras. Seek them out and contemplate their words. If you are vigilant to avoid the vapors of false desires, an answer will arise from the center of your soul.

The Zephyr

These robust Stargazers prefer to join in the turmoil of the world rather than cultivate the still mind in a caern. They travel among other Garou, joining packs and spreading their wisdom through example. Experience is their

goal, for in its twisting fates they hope to gain visions unobtainable otherwise.

Kai Lin is said to have been the first of this camp. Some say the Zephyr were originally formed around a dojo for the training of Kailindo. But like the wind spirits they commune with, they cannot stay put in one place for long, and roam with the storms. They are a varied bunch, boisterous and joyful or grim and determined, but they all seek the same goals: Wisdom and Understanding.

A Zephyr Monk Speaks:

Oh, ho! Another Stargazer to spread wisdom in the world! Welcome and join us in our wanderings. Stay not with those others, who have not risen from their meditations in years — move with us across the world, encountering adversity first hand, conquering our minds with action, not chanting.

The World Tree

Few other Stargazers understand the Water Mind as do those of the World Tree, whose compassion waters the roots of the mighty *axis mundi* and spreads to all beings. They seek to spread enlightenment not just among the Garou but also to humans, mages and others of the Changing Breed, from werecats to wereravens. They also travel farther in the realms of spirit than most, having learned to send their minds into the Astral Umbra in search of lore, while their bodies remain rooted to the earth.



If you seek an ally among the other Awakened in the world, then join with these Stargazers or seek one out.

A World Tree Missionary Orates:

We are not alone on the path of enlightenment. There is so much we could learn together, if we only joined our wisdom. Did not the Gurahl teach us long ago? Then why not today? What of the cackling of the Corax? There are many sparkling gems of wisdom in their nests. There is no reason that we should disregard such bountiful learning.

Glass Bead Game Players

Not so much a camp as an activity many Stargazers partake of, the Glass Bead Game is a philosophical construct of symbols named after the similar concept from a Herman Hesse novel, *Magister Ludi*. Again, an example of how humans have influenced many in our tribe. The actual game played by Stargazers little resembles that represented in the book, but the idea is similar: an attempt to represent all concepts, all thoughts through symbols and combinations thereof — an attempt at a universal language of sorts.

The game is also called Vattanian or the Perfection Puzzle. Those who play it must be well-versed in logic and its complement, paradox. Masters of the game are truly profound, and are said to be able to out-riddle the Sphinx.

Players of the game are from every camp; the differing philosophies involved only help hone the game into the universal construct which is its goal. Every year, a grand game is held. Those few situations which arise for which there is no rule then become the object of contemplation by the masters, who spend the next year attempting to resolve the problem. If one succeeds, his new rule is entered into the game, which is thus broadened. However, it sometimes take years to solve such problems. Those who do are accorded great renown.

A Player Explains:

Yes, the game can become an obsession. But a wonderful pursuit it is! By what other means can we discover the universal language which already exists in dreams? We must strive to bring this book into the world; only then will all be able to read its contents and become enlightened by them.

The Metastatic Birth

A thoroughly dishonored philosophy, these Stargazers believe that the Apocalypse is a sign of a new birth, not a dire fate for all creatures. They believe that the Wyrms is not caged, but in is a cocoon undergoing metamorphosis, preparing for a new reality being birthed by the Weaver. Once it has finished its metamorphosis, it will burst from its chrysalis and usher in the new world. The Stargazers who follow this camp believe this is a good thing, and that the tribe should help others prepare for it, not fight it.

Choosing Your Name

You are a Stargazer now, no longer a Get of Fenris. You must choose a new name. This is an important step, for it helps to form your new identity, different from the old, free of ego attachment.

We have two names: the Honorific and the Whisper.

The first is taken from a mentor or sage to whom you are deeply connected — perhaps the person whose words first awakened you to a greater world. For us, this is often a human, one we read or met before realizing our true Garou nature. For me, before I remembered by previous lives, it was a musician named Peter Townshend, who wrote and sang of the Lost Note, the primal sound of all creation, known also to the Sufi mystic, Inayat Khan. Thus, I took Peter as my Honorific.

The Whisper chooses you; you do not choose it. It is a gift from Chimera, an image or prompting from deep within yourself. It is most often expressed in a Haiku-like phrase or descriptive statement. For me, it was an eye looking inward, gazing upon itself. Thus, my full chosen name was Peter Looks-Within.

Be not hasty in the task. Think a while upon it, and let the inner voice speak to you.

But the leader of the Birth has since recanted his ways and joined the Puk, while most others of the camp joined with the Ouroboroans. I cannot believe that any remain in any sort of numbers.

Ouroboroans

Ah, these brave few gravely risk their karma by pursuing their goal: to free the Wyrms of Balance from the Web. Only an experience of darkness could drive a soul to such an extreme. For most, it was a brush with Harano or a near-fatal encounter with the Wyrms or its powerful minions. Instead of striving against the Weaver, they use their energies to seek out the Wyrms in all its forms to discover the secret of freeing it.

In the process, they risk corruption. The Wyrms's pain is so great that it has become a master of illusion, creating masks and forms to hide its own pain from itself, to convince itself that it is whole. Thus the Hydra and the Triatic Wyrms. To fence so close to such a trickster is to risk being tricked. The cost is one's soul. Is this worth the risk, when instead we can attack the real enemy, the Wyrms's captor?

It is little use swaying them from their path, but we must try nonetheless, for those few who have fallen and become corrupt are dread enemies indeed. Unlike their new Black Spiral Dancer brethren, their madness has a motive and a cunning intellect behind it. Try not to debate

such a one, for they have learned the secrets of delusion and can weave it around others as the Weaver spins it around their own hearts.

An Ouroboros Relates:

It was in my fifth year as a Garou, soon after I had obtained the title of Fostern. I became lost in the Abyss, wandering its lightless caverns in search of my separated pack. There I saw a vision of the truth of our world, the reason for our pain. The Wyrn sends figments against us, and we uselessly claw at them. We must follow its scent back to its cave and attack it where it lives. Otherwise, we fail and fail again.

Totems

I have said before that we are alone, without pack and mates. This is not fully so, however, for we have powerful allies who watch out for us. By singing their mantras, we empower them and remind them to guard us from the lies of the Web.

Chimera

The greatest of Gaia's Brood, Chimera can speak to all beings in dream, providing glimpses of their true souls. What other spirit can do this? She is our guide through mystery, the string which guides us from the labyrinth of the Weaver's Web.

She is master of Dream, lord of all imaginal realms between waking and death. Of all the Umbral realms, only Dream extends everywhere, through Astral, earthen and Dark Umbras. Even ghosts and gods must dream — indeed, it is said by humans that the world is but the dream of a god. The dream of Gaia, perhaps, but not without its nightmares.

Chimera teaches us the stability that hides behind all flux, behind all forms and images. In this way, she guides us to our star-souls. By training ourselves to dream consciously, we can master our mind paths after death and control our rebirths. Without the training given by Chimera, this would not be possible.

She can be a harsh teacher at times, frightening our souls with chaos and nightmare. But this is only to wake us up! Yes, the empress of dreams seeks only for us to remain Awake. When one is so Awakened, he can dream without sleep, and thus imaginatively build the True Gaia Realm in his dreams, bringing it to life in his soul.

Unlike her image in the lore of the West, Chimera takes a different form for us, that of a majestic, feathered, Chinese dragon. Her body is still that of a lion, but her head, wings, claws and tail are the flowing, multi-colored aspects of the great snake.



Sphinx

A being of immense wisdom and respect, the Sphinx allows us to hone our minds against his riddles. He never lets our minds sleep or rest, constantly posing conundrums for us to answer. Who can be lazy before such urgency? When we answer his questions correctly, he rewards us with more questions. Yet we thank him for this, for we will need such discipline when walking the Web.

Sphinx is one of the fantastical totems of our tribe, those who reside only in spirit realms and have no children on earth. They are known to other beings only in dream or mythlore, but they have a undeniable fascination.

Chhi-Lin (Ki-Rin)

When a sage produces virtue of extreme benevolence so as to illumine the darkest places, a chhi-lin appears.

— Shen Tu, Chinese poet of the Imperial Academy

Another fantastical spirit is the Chhi-Lin, a being of supreme virtue. It has the body of a deer, the tail of an ox, horse's hooves and a single fleshy horn. It does not crush the grass upon which it walks and it does not eat any living creature, gaining sustenance instead from its sacred presence in the True Gaia Realm.

Chhi-Lin only allies with those who are virtuous and who strive to harm no other being. Those whom it chooses as its children are blessed indeed, for its powers of protection from evil are many. A beautiful creature, it is sometimes known as the Lung-ta, or Wind Horse, who takes prayers to the heavenly realms.

Sacred are those precious few caerns in which Chhi-Lin has chosen to dwell; their inhabitants shall know abundant peace.

Soma, the Divine Fruit

Some Stargazers honor Soma, one of Chimera's brood and the totem of hallucinogenic mushrooms. She is a fickle and dangerous totem, however, for she makes little discrimination between truth and falsehood, leaving it for her children to choose. She simply provides sumptuous visions and deep insights into the sacred nature of the living world.

Breeds

Like other tribes, we must heed Gaia's call to breed. But we also heed the call of the ascetic path, which denies pack and family to seek enlightenment within. This creates a quandary — are we to simply leave our seed among humans and wolves, hoping our offspring's own karma will lead them through life without our intervention? Or do we watch and care for them, either in daily life or from afar?

You must choose for yourself which path is for you. I know that the Get greatly honor family, and stay with their Kinfolk more tightly than most. But you will find this more and more difficult as Chimera calls you on journeys to far places, and bids you spend long periods in distant lands.

Most Stargazers choose the path of Klaital, the path alone. Such Kinfolk as we have are kept secret, so that enemies cannot trace them. But to do so, we must remain removed from them, watching their lives from a distance, only meeting them as the need arises.

Many converts to our tribe, such as you, have already spread their seed and built Kinfolk ties. But in severing your ties with your tribe, you may also have severed them with your Kin. This is sad, and I wish it were not so. But it is necessary. Perhaps in the next life we will be blessed with abundant family, but in this life we have chosen to strive for enlightenment and liberation for all beings, especially those whom we personally love.

Homid

The majority of our tribe comes from the homid breed, for it is among humans that we spend much of our time, learning their wisdom and trying to instill Understanding where we can. Homids have the easiest time learning Stargazer lore, for it is tied to the Mind, something they have each grown up with, while many Lupus only experience Mind during their First Change.

Metis

We have great compassion for these poor souls and have even admitted a few into the tribe, but we are careful not to breed them. If even the most gifted homid Stargazer has trouble controlling his rage, how much more the struggle for the metis. We believe that beings are born to such a state because they could not control their rage in their previous lives. Now they must suffer for it. Unlike most Garou, we do not aim to make their suffering harder. We seek to succor them as much as we may, in the hopes that kindness and understanding will help them to a better birth the next time.

Lupus

So few wolves walk among us. We desperately need their Abundant Fire Minds, the voice of instinct. They are much closer to *Chikusho-do*, the World of Beasts. Most lupus born to us come from packs we watch near our caerns. Rarely do lupus from other tribes convert to our ways, for they believe we are too close to the Weaver. It is true, but it is from necessity. Unlike the Glass Walkers, we temper our ways with the Wyld and Gaia.

While lupus have the advantage of easy cultivation of Fire Mind, they find it harder to learn Earth Mind, for they have little patience for meditation. Their senses call them to play in the phenomenal world, and hard it is for them to shut it out to attend to inner wisdom.



Auspices

One moon
shows
in every pool;
In every pool
the one
moon.

— Soiku Shigematsu, *A Zen Forest*

Luna honors us as she does the other tribes by providing roles through which we can learn deep Understanding. She helps us to set the path we walk in this life by lending our incarnations secret wisdom.

Ragabash — Crazy Wisdom

The No Moon is the auspice of crazy wisdom — a knowing which abandons the rules to follow pure instinctual knowledge. Spontaneous, wild, cunning and amusing, full of humor and joy: The Ragabash is the smiling philosopher, using prank and riddle to undercut our egos, allowing our true selves to shine through. Who can be humiliated by them? Only ego suffers such shame. Laugh and be happy in the realization that you are not that shamed one; it is only a mask you wear.

Theurge — Spirit Wisdom

The Crescent Moon delves deeply into hidden lore, the invisible understanding barely glimpsed in the sliver of moonlight. The spirits have much to teach us, and the Theurges learn to listen. Their tantras are the most wondrous, defying the laws of the Web. But they risk also becoming enamored of their lore, and their egos often seek to become gods. Perhaps more than any other auspice, the Theurge must beware his ego, and strictly maintain his rites of humility, meditating and stilling the mind often.

Philodox — Culture Wisdom

We travel through many lifetimes forgetting many things. How can we maintain the lore we learn from one life to the next? Tradition. It is very important to honor tradition and the keeping of wisdom, for it is our anchor in each life, that which allows us to progress further without having to spend countless lives seeking wisdom which has already been won. The treasures of Understanding are kept within the myths, ways and rites of a culture, and it is the way of the Half Moon Philodox to guard this lore. The ways of a people speak deeply of that people's progress toward enlightenment.

Galliard — Poetic Wisdom

It is too easy to overlook beauty in our quests, so concerned do we become with the end goal. But beauty is the harbinger of the True Gaia Realm, reflecting its pure harmonies in the contrasts of the dualistic world. Those who can take the disparate experiences and forms of the world and show their beauty and interconnectivity, their harmony, are truly blessed and close to enlightenment. Such are the Gibbous Moon Galliards. In song, story and art, they speak to our hearts and remind us of our triumphs and failings, of our life in the Dawn Times.

Ahroun — Body Wisdom

Wisdom is not only of the mind. We must not forget the truths taught by our bodies, ever-changing, made of spirit and matter. The Full Moon Ahrouns know this wisdom best. The body cannot be ignored; it teaches the truths of the phenomenal world through pain and ecstasy — it teaches that others are real, both enemies and lovers. The Ahrouns must beware their rage, however, for it is stronger in them than others.

The Litany

As Garou, we honor the culture of our kind. Its wisdom stretches far back into the past, and contains whispers of the Dawn Times. But we interpret its wisdom differently than do other tribes.

Garou Shall Not Mate with Garou

To mate with another of our kind is to produce rage, a metis cub incapable of controlling its anger. We are born as a Garou not so that we can enjoy physical love with each other, but so that we can hone ourselves into spiritual weapons against the Weaver and the Wyrms. While we choose on occasion to breed with humans or wolves, this is so that we can birth more Stargazers. The karma is not always right for such a birth, but our seed leaves a karmic endowment which is passed on from body to body until the right soul connects with it, and a new Garou is born.

If you feel the need to mate with one of your kind, deny it. Remove yourself from that person and contemplate just why it is that such desire wells up within you. Perhaps this other Garou and you shared a soul in a previous life, in which case you must put such feelings in the past. Objectify the desire as if it is something separate from you; this allows you to view it from all perspectives.

We do not deny love; to deny such bliss from Gaia is evil. But we discriminate between the physical expression of love, based on false desires and goals, and the true love which comes from the heart.

Combat the Wyrms Wherever It Dwells, Wherever It Breeds

Indeed, this is so. But where does the Wyrms dwell? In the Web, trapped in a cocoon not of its own making. It is there that we must combat it.

And where does it breed? Within our minds. Its rage reaches across the realms and worlds and taints us all. We must combat the urges its breeds within us, for only then can we win against its outer manifestations, but shadows of the inner taint.

Many Garou say that we are weak on this tenet, but it is not so. We are the only Garou who take the fight to its source, rather than expending our energies against its minions.

Respect the Territory of Another

No one can truly own the earth; it belongs to itself and Gaia. Who owns the rocks upon which you stand? You or the rocks themselves? We understand this truth while also understanding the territorial nature of our kind. Respect another's territory not because it is his, but because it shows respect for him. Certainly, the possessive clinging to land is an illusion born of ignorance, and we do not seek to perpetuate it, but nothing is gained by angering those laboring under such delusions.

From another perspective, one's territory is one's own mindscape. If this is what is interpreted, then by all means we much respect such territory. Only Chimera and Gaia are allowed free access to another's mind; to force one's thoughts upon another without invitation is evil, and only empowers the ego.

Accept an Honorable Surrender

To think otherwise is surely a sign of an ignorant nature. Indeed, accept all surrenders that come from the heart. When a being gives himself over to your command in such wise, it is a great responsibility. You not only wield your own karma in such a circumstance, you also affect his. Forgiveness breeds more forgiveness, a virtue from the True Gaia Realm.

Of course, be wary. Some beings pantomime surrender in order to disarm you. Learn to discriminate the heart surrender from the knavery surrender.

Submit to Those of Higher Station

It is very important that you follow this tenet, for it helps us to slay the ego. Even when one above you is undeserving of such stature, follow this rule. If you are always humble, regardless of the recipient of your humility, your ego can never gain sway over your Self. Worry not about respect and reputation; the state of your own soul is far more important than such fleeting social values.

This tenet is the basis of the mentor-student relationship. Follow your master with an unquestioning heart, worrying not what shall happen to you. Any harm will fall upon your master's head, while your rebirth will be better for your obedience in this life.

The First Share of the Kill for the Greatest in Station

Again, a tenet which helps us to slay the ego. Offer up your discarded desires to the greatest in station and you will be rewarded ten-times the value of your gift. And who is the greatest? Gaia, of course. But also Chimera, and the heroes and sages of our kind, regardless of tribe.

Ye Shall Not Eat the Flesh of Humans

To consume impure food is to eat poison. This will not only poison the body but the soul besides. To crave ill food is to suffer the sickness of the Weaver, a constant hunger for which there is no satiation. This is the secret behind the Eater-of-Souls, that part of the Wyrms' masks which most clearly represents the Weaver.

And the same is true for wolves; do not eat of them either. They are too close to you in the stages of rebirth.

Respect All Those Beneath Ye — All Are of Gaia

Just as we must respect those higher than us so that our egos do not grow beyond measure, so do we respect all creatures of Gaia, for we are no higher than the least of them. All beings suffer alike and all seek liberation, even if its achievement is far from them. All are equal and One in the True Gaia Realm. When you honor the least without you, you honor the highest within you.

The Veil Shall Not Be Lifted

To reveal the Truth to those who have labored so long under illusion is damaging to their souls. You risk driving them mad, and harming the progress of their rebirths. No being is so affected by this as a human, whose mind is protected by a part of the Web spun in the Impergium, when we slaughtered humans for being different. In so doing, we cut them off from a vital truth, the ability to perceive the hidden world. They cannot now look upon our middle forms without being reminded of their horror and suffering in previous lives.

Lift not the Veil from their eyes; when they are ready for the Truth, it shall be revealed to them in other ways.

Do Not Suffer Thy People to Tend Thy Sickness

Sickness comes in many forms, not just of the body. We only enforce this tenet when it applied to the illnesses of the mind, such as the dread Harano. Force no other to succor you when you suffer such a sickness, for it may spread to them. And likewise do not feel coerced by karma to aid such a one; his problems must ultimately be won by his own efforts, although compassion can aid his struggle.

Those of us who fall sick in such wise usually remove ourselves from our kind, so that we do not risk tainting their spiritual progress with our failings.

The Leader May Be Challenged at Any Time during Peace

If by leader is meant your mentor, then by no means will you follow this tenet. But if by leader is meant a secular chief, one who leads only our bodies and our cultural lives, then certainly such a being may be challenged. But the mentor must never be challenged. Who are you to question your better? If you lose, your ego will smart with the failure. It would be even worse should you win, for your ego would know no limits.

Secular leaders may be challenged, but spiritual leaders can be challenged only on their own grounds: judgment by Gaia.

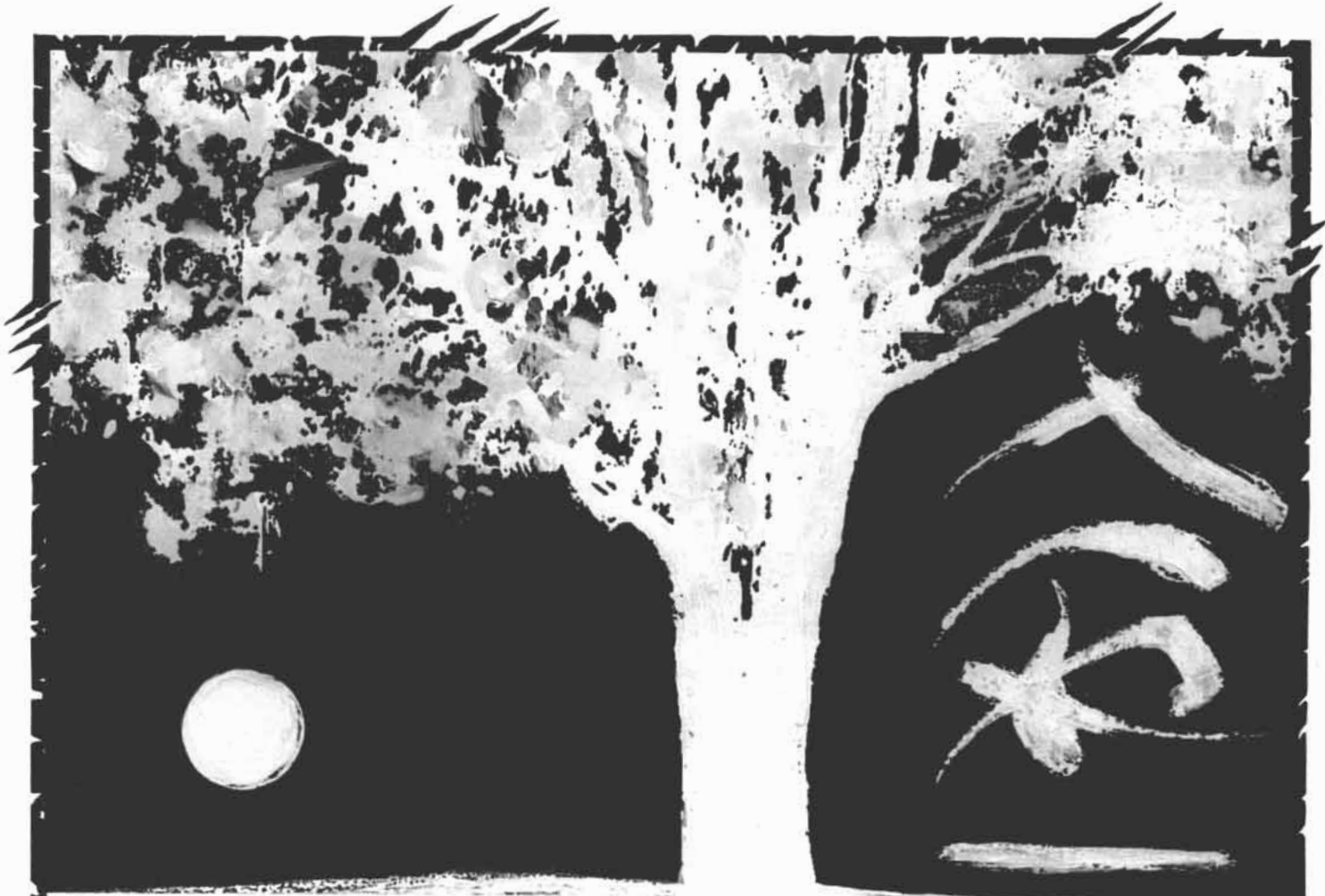
The Leader May Not Be Challenged during Wartime

Again, this is true of secular leaders. It is not wise to change rule during adverse times, unless the adversity is caused by such rule. As for spiritual leaders — are we not ever at war? When does the battle against our egos, minds and the Web ever cease? Indeed, there is never a lull, so do not be weak and seek to challenge our spiritual leaders when we need them most.

Ye Shall Take No Action That Causes a Caern to Be Violated

Make no mistake, cub, if you break this rule we will kill you and fear not for our karma in the matter. Nothing is as sacred in this world as our caerns, the only places where we can safely meditate and glimpse our homes in the True Gaia Realm. They are proof to us from lifetime to lifetime that our struggle is not in vain, that there are yet places where the Web has not spun out of control.

We have lost too many monasteries in the past; there are precious few temples left to us. Honor and protect all caerns, old cub.

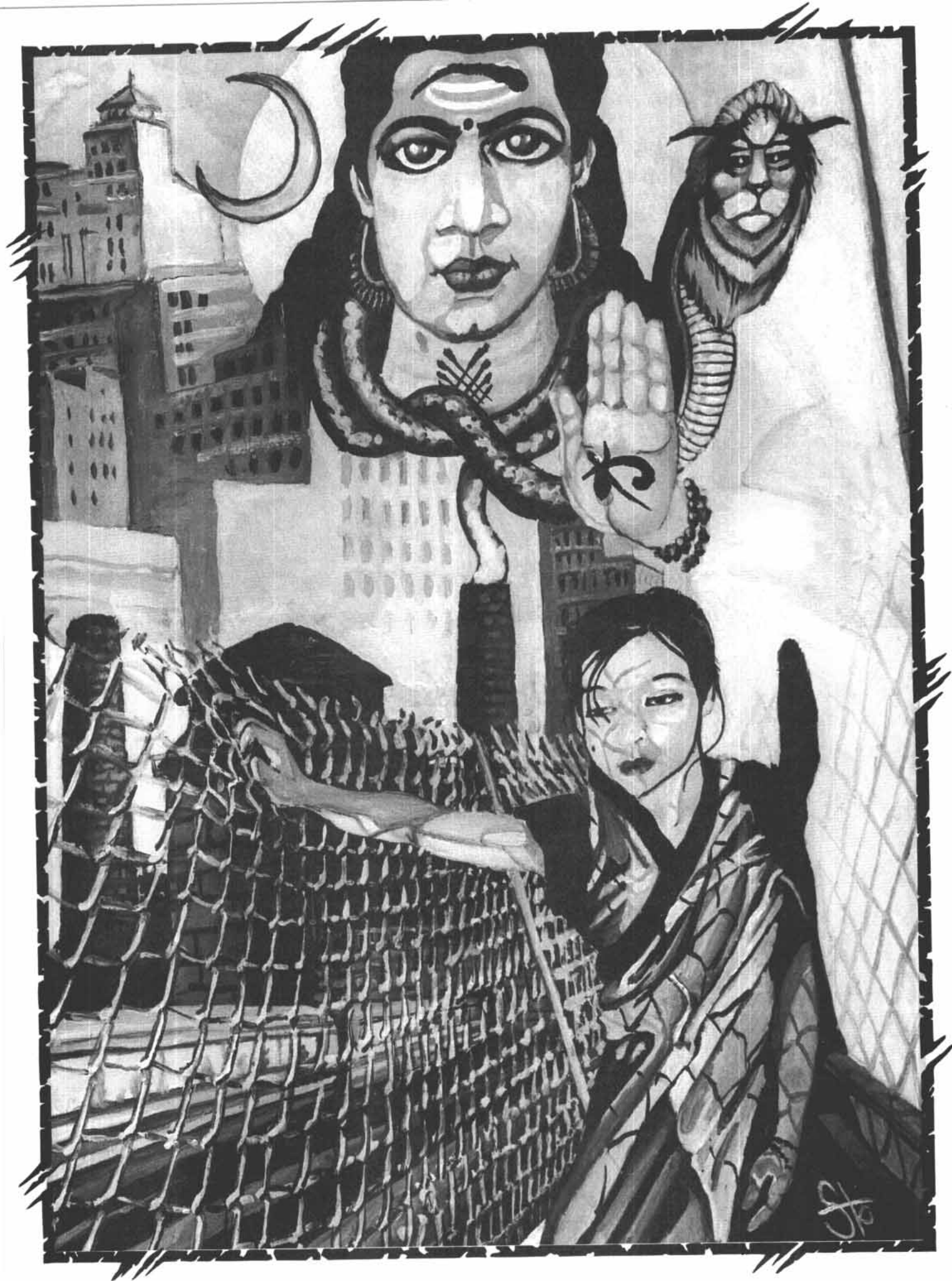


Think On These Things

Ah, I have talked and talked yet still said so little. I must rest, while you contemplate what you have heard. Think deeply on these matters, for when I return from rest I shall relate how they have been realized in the world. Think on these things!

The point is we're waiting, not how comfortable we are while waiting. Paleolithic man waited by caves for the realization of why he was there, and hunted; modern men wait in beautified homes and try to forget death and birth. We're waiting for the realization that this is the golden eternity.

— Jack Kerouac, *The Scripture of the Golden Eternity*



Chapter Three: Paths of the Gaiadharmā

*Gratitude to Mother Earth, sailing
through night and day —
and to her soil, rich, rare and sweet
in our minds so be it*

— Gary Snyder, *Prayer for the Great Family*

Have you considered what I have told you? I have even more to tell. This is why I bid you to digest what you have learned, so that you may empty your cup and let it be filled again.

I will speak now of the world, the seemingly physical reality which surrounds us. The phenomenal world, formed by the senses. Realize that it is formed only by what we sense; many realities lie beyond our present crude perceptions. Indeed, your Gifts alone should teach you that much that matters is unseen.

Yet the world is where you and I have met and now converse. If we lived lives on different planes of being, our talk would surely be different. But we live here, now. It is where our souls chose to be. Or Gaia chose for us to be here. Either way, it is thus important. Indeed, among the most important treasures is the phenomenal world. It gives us a ground upon which to grow, to progress towards enlightenment.

It must be guarded and cherished, even if our true goal lies elsewhere. It is important to Gaia, and thus is not to be squandered.

The World

*Forget the world, and so
command the world.*


—Jelaluddin Rumi

Our tribe is spread across the earth and in realms fantastical. While most of us choose to live and study in the East, we have members in all lands.

Tibet

Long a stronghold of our wisdom, we are represented here by the most venerable and powerful caern left to us: the Shigalu Monastery, guarded by the Sept of the Snow Leopard. The Weaver has set her sight against this caern, and now sends the Chinese military scouring Tibet, destroying temples and woods. The Wyrn also creeps about, seeking to corrupt any who let their guard down, either through anger or despair.

Slowly, the caern leaders are preparing for the inevitable destruction of the caern. They see it as but a symbol



of the impermanence of everything, and in this sense a triumph over the Weaver. They quietly sneak lore from the caern to select places in the world and Umbra, choosing as their emissaries many young Stargazers who come to the caern seeking training.

It is sad but also exciting: wisdom long kept secret must now be revealed, perhaps ushering in an age of discovery and illumination for many.

India

Our kind were once most numerous here, but many have now moved on to other lands. Nonetheless, many sages and wise yogins still can be found in the wildernesses of this ancient land. Some of these Stargazers practice amazing powers, and will only teach them to disciples prepared to live a life of asceticism for at least a few years.

Recent terror has struck many human villages in India, and tales speak of marauding werewolves. What can this be? Is it one of our kind gone corrupt? Members of another tribe who have lost their way? Or Black Spiral Dancers, seeking to disrupt the quiet practices of our brethren? Whatever, it shall surely be dealt with.

China

Oh so many of our kind have sought the wisdom of ancient China, although few respect the petty politics which have harmed the wildernesses of these vast lands. One can still slip into the misty mountains and follow the winding streams to discover caves where our kind have retreated to study the ways of the Tao, the unhindered, natural way of Gaia. Many of these monks are of the Zephyr camp, and they train in seclusion to master their bodies and spirits.

We are friends here with the native Kitsune, the fox Changing Breed. They have a wisdom similar to the Ouroboroans, although perhaps more traditional. We do not always see the same truths, but respect is there nonetheless.

Japan

Many are the Stargazers born to this island, and many are those who have come here seeking wisdom. We can be found among the native Ainu, seeking any trace of the Gurahl who long called this place home. We also know the Shinto shrines and pristine wildernesses where we meditate upon the ever-changing yet eternal ways of nature.

The Zephyr Stargazers are perhaps strongest here, and some even live openly among humans as martial artist of high renown and discipline.

We are friends with some of the native shapechangers and fey, and know well the Tengu. We also know the hungry ghosts, and pity them — but not too much, for they have sealed their own fates.

Other Asia

If you travel to the other Asian nations, you will also find us. Thailand, Cambodia, Vietnam, Korea and others — we have trod the soil of all these. While we seek out the wisdom of the local human cultures, we nonetheless keep to our own counsel and ways.

Middle East

We have always appreciated the wisdom of these lands, especially the insights of the Sufi sects. Indeed, it is said that the famed Uways al-Qarani, contemporary and dream-friend to the Prophet, was of our tribe. He is said to have mastered travel in the Imaginal Worlds, where he could shapeshift.

Today you will find our kind studying the ancient wisdom of these lands, dressed in clothing of local culture and speaking local language, but striving for universal enlightenment.

Europe

Throughout Europe you will find some of the more modern Stargazers, seeking wisdom in the existential philosophies of the Continent and Britain. Many believe that great sages were born or lived among humans here, such as Carl Jung and G.I. Gurdjieff. It will perhaps be hardest to recognize these urban Stargazers, for most of them have chosen to live in the human cities, risking a proximity to the Weaver to gain pearls of knowledge.

The Americas

It is said that Stargazers from the Luminous Shrine walked the Americas long ago, and there seem to be hints in the lore of the Uktena that this is so. There are certainly Stargazers here today, although not nearly so many as in the East. What few are here try to spread themselves out, making their wisdom available to a number of septa.

A number of us have been attracted to caerns in South America or Mexico, although those far from the Amazon War. Ancient wisdom lies buried here, abandoned in some cases by the Uktena, who perhaps cannot look after it due to their diminishing numbers.

Umbral Realms

The Many Heavens and Hells (Yin and Yang Realms)

All is one in the True Gaia Realm. But while our souls reside there, our minds do not. We live within the phenomenal world, which is but the manifestation of 10,000 things. All things we know of are made of Yin and Yang, the dual pillars of reality. From the merging of Yin and Yang come



all things of the senses, also many things too subtle for even our fine Garou senses.

Yin and Yang coalesce into two extremes. At the union of these extremes is our world, where all things are made from Yin and Yang, some in equal balance, some to greater degrees of one or the other. Where there is little Yang and much Yin, you will find the Yin realms, places of the dead and cold, silent caverns, wombs waiting to birth potential. Where there is little Yin and much Yang, you will find the Yang realms, called the heavens, places of energy and exalted thought but little stillness.

Too much exposure to either of these extremes is bad, an unhealthy state which can unbalance the mind and thus lead to deep illusion. Consider the gods of the heavens, beings of mighty Yang energy. Would you aspire to such a state? Why? The gods are blind to the illusions of their own selves and persist in the cycles of antiquity — this is what humans mean when they speak of archetypes, unchanging principles hidden in the unconscious. These principles are embodied in heaven and cannot change, for there is little enlightenment where there is no darkness.

The same is true of the hells, where demons reside, torturing the lost souls too ignorant to realize the True Gaia Realm. They, too, are trapped in cycles not of their making, puppets in a play written long ago. Envy not the gods and devils.

It is true, however, that you may journey to these places for wisdom. Beware while there, for they are enticing and may entrap you. Fall not under the spell of power or the promise of omniscience — the omniscient share knowledge of illusion as well as truth but cannot discern between them. Only here, in the world where all elements meet in harmony and conflict, can the True Gaia Realm be perceived.

Stargazer Homeland

This Umbral realm is a place of quiet and meditation, where we occasionally go to seek our inner light, away from the social politics of the other tribes and each other. From here, we may visit Dream or the Aetherial Realm.

The Dreaming

In our spirit journeys, many Stargazers seek to travel the realms of dream, hoping for encounters with Chimera or her brood. Indeed, I have heard some Kinfolk claim to have seen a known Stargazer in their dreams! It is a good bet that, if you travel in dream long enough, you will encounter a Stargazer.

The Aetherial Realm

Here is a great Stargazer orrery run by the Sept of the Stars, and led by Altair, an ascended master of our tribe who is part spirit. This is a realm of great wisdom, for it is close to both Luna and Helios, the Moon and the Sun. The

secrets of the stars can be revealed here by Star-spirits, and the truly insightful can discover clues to our destinies.

The Hollow Earth

When Klaital's Luminous Shrine was destroyed, many Stargazers left the world to safeguard their lore in distant realms. One such place was the Hollow Earth, home to a sect of Buddhist monks with mages among them. Of course, in the time of the shrine's destruction, the Hollow Earth could still be reached by physical means. Only over the centuries have the caverns all closed up against any entry except through Umbral paths. The work of the Weaver, to be certain.

I know little of these Stargazers, however. They keep themselves distant from their worldly brethren, fearful that even slight contact may lead enemies to their treasurehouse of lore. I hear that they have agents in this world, Kinfolk who watch for them, and that they travel abroad themselves at times, but these are rumors and legends.

Kinfolk

Besides Stargazers, you will find our Kin spread across the earth, although most, like us, remain in the East. As I told you before, we do not often interact with our Kin. They instead populate the villages nearby our caerns and monasteries, coming often to the edge of the bawn to leave gifts or tokens. Sometimes, they come begging aid or a favor, an answer to a difficult question or a judgment in a dispute. Such assistance we occasionally give, if deemed worthy of our time and not damaging to those who receive it.

Only the Zephyr and the World Tree, of all our camps, regularly settle down to live with their Kinfolk families — although "settling down" usually means traveling every few years to a new place, as the winds drive them or as wisdom goads.

As for our wolf Kin, they populate the wildernesses near our caerns, and we watch them more closely than we do our human families, for they are more precious and rare in these days. The great wolf hunts in all Asian nations have greatly harmed our Kin, and stirred our Rage. But we saw the Wyrms' hand in them, and instead of raising claw, we spoke with wisdom and deterred some of the worst atrocities. Nonetheless, there are too few of us to prevent the slaughter of all.

Like other Garou, we often set a Kin-Fetch to watch our families. These loyal spirits notify us if a Garou has been born from one of our seed, no matter how many generations may pass since its planting.

Acolytes

Some humans wish to learn from us, and we feel that a few of them can actually benefit from this. These we make acolytes, allowed to enter our caerns on certain occasions or to question our masters on important matters. In return, they watch the

outside world for us, looking for signs of reincarnated Stargazers among our human Kinfolk, and notifying us of world events that may give us insight into the Weaver's madness.

Other Tribes

Our brethren in the other tribes differ greatly from us, but such is the diversity of Gaia's creatures. While we rarely join packs, those of us who do must know their brethren well. Our seemingly passive ways often anger others of our kind, and we must learn what behavior will win their respect, while staying true to ourselves.

Black Furies

Resolute and steadfast, there are few Garou more sure of themselves than these fine warriors. Likewise, they excel in rage and thus fall into delusion, often fighting the wrong enemy. They need to realize that the disrespect accorded their sex is but another lie of the Weaver, for it is given no heed in the True Gaia Realm.

Bone Gnawers

To find so much humor in such adversity is admirable. But to be so materialistic is to be avoided. Their poverty and lower station among the 13 Tribes causes them to be overly concerned with worldly goods. But when faced with loss of all they have, they weather such tragedy better than most. A perplexing tribe, one which we could certainly learn much from had we the time.

Children of Gaia

Nearest to us in goal and our closest allies in Garou politics, they also perceive the True Gaia Realm. We have worked with them often to spread knowledge among humans. But their hearts are open while their minds are blind. They are too trusting, too willing to give others a chance to harm them. While they heal easily and quickly, this does little to teach their foes the error of their ego-driven ways. They also fail to perceive the darkness inside themselves, the shadows cast by false identities. These shadows can have fearsome power unless contained, and we fear that the Children know little of containment.

Fianna

Joy is a true experience of the True Gaia Realm. The Fianna know this true realm even if they do not acknowledge it. But they also know towering egos. Few tribes suffer so much from hubris and aggrandizement. While it is true that most of them deserve the respect they claim for themselves, this does little to prepare the Self for further progress towards enlightenment.

Get of Fenris

I need speak little of this tribe, for you are so soon come from them. They allow their rage to rule them, mistaking it

for the Fire Mind of instinct. Yet they succeed where others fail, as if their rage scares even the Wyrn, Father of Rage. Perhaps in looking upon them, he looks upon himself and realizes what a horror he has become. If this is so, then it may awaken him to his true state, that of freedom in Gaia. But I doubt it will be so. And thus the Get endanger all souls with their wars.

Glass Walkers

So close to the Weaver yet so little corrupted by its lies. Why is this? I cannot say for sure. Perhaps she sees no threat in them, and thus does not bother to spin Webs about them, for they do this well enough on their own. No other tribe uses the Weaver's own minions so well; surely they have a power we can all use, if we could understand it without succumbing to their ego-driven ways. Until we understand this, however, we will beware their methods. While we do not believe they are corrupt, we are also unsure how pure they are.

Red Talons

The saddest of the Garou, next to the metis. The Red Talons have abundant Fire Mind, but it is perverted by their rage. Instinct becomes raw, hungry hate for their oppressors. How can we aid them? I do not know...

Shadow Lords

Cunning and deadly, be wary of them at all times. Our tribes have never been on good terms, for these are the most ego-driven of all Garou. All their customs and rites are designed to exalt the ego at the cost of their fellows' lives. They thus give themselves to illusion, choosing as their identities a shadow of a shadow. How did they become Garou, rather than creatures of one of the thousand hells? This I do not know. Odd karma indeed.

Silent Striders

Like us, the Striders walk alone and seek wisdom. But they are driven not by a quest for enlightenment, but by an ancient curse. They believe that their ancestors are parted from them for good, but I believe they are their ancestors reborn. Some terrible deed in the past calls them to retread old paths over the course of many lives. When will this karmic debt be paid, freeing them for rebirth in a liberated form?

Silver Fangs

Like the Shadow Lords, the Silver Fangs suffer from great ego. Unlike the Lords, their traditions discourage this. They teach that the Fangs must serve all Garou by leading them, and their legends stress the sacrifices as much as the benefits. Yet so few heed the wisdom of their ancestors, instead squandering their heritage in petty dominance games with one another or with an upstart tribe. Render these Caesars their due, but do not take their role

so seriously. Only when they have sacrificed their egos on the throne of their kingship will they become true rulers.

Uktena

Wise, wise Garou. How greatly we respect the Uktena, but also fear for them. They do not realize the true enemy, and instead seek the Wyrms in its false lairs, where they risk corruption and entrapment. We will nonetheless strive to guide them, as they sometimes guide us.

Wendigo

Noble and tragic beings, bearing a loss of suffering that few can imagine. They symbolize for us the separation from the True Gaia Realm, for the loss they feel at the destruction of their culture is the same that resonates through all beings at the primal loss of bliss. While they labor under great rage, they temper it with noble ways, and thus escape the curse of the Get. But their bitterness and hunger for revenge is not unlike the devouring spirit of the Eater-of-Souls, an aspect of the Weaver. Perhaps if they could conquer this inner taint, they could become even mightier warrior-sages than we.

Other Beings

The Garou are not the only Awakened beings in the world. We share the earth and spirit paths with many others besides.

Changing Breeds

Few Garou tribes were closer to the other shapeshifters than we. It was a mighty task to control our anger at their slaughter. Sadly, many of them mistook our retreat to be cowardice or betrayal. How could we explain the poison such an act as the War of Rage caused us? But it caused them worse tragedy, and for this reason alone we should have turned against our brothers to fight besides the other beasts.

The Gurahl were our original mentors, instilling in us the first urge for enlightenment. The Corax were our early guides in the Umbra, helping us to choose the correct spirit paths. The Bastet were our counselors, debating with us on spiritual matters and showing us the folly of our ways when we were unprepared — few weaknesses, mental or physical, escape the Bastet. The Mokolé shared their memories with us, helping us to recapture the essence of the Dawn Times when it was lost from our memories.

We owe much honor to them, and are greatly shamed at our failure to act. We feared the cost to our karma, but the cost of indecision has been far greater.

Vampires

There are demon-haunted worlds, regions of utter darkness. Whoever in life denies the Spirit falls into that darkness.

— Isa Upanishads

Hell creatures. As humans, they would be destined for rebirth in one of the thousand hells, yet they are trapped



here instead, walking the nighttime world as if it were a hell. Hungry ghosts, they cannot get enough of life, taking it from others to satiate their lusts. Pity them not, for they fully deserve their fate. Pity instead those who are near to them, their minions who know not what cost they pay for their closeness to hell.

As Damned as they are, they are nonetheless Awakened, and thus can search for enlightenment. If they ask you for aid in this quest, consider honoring it — but do so carefully, for their powers of persuasion are great, and they can blind us by appealing to our egos. If you sense this happening to you, remove yourself at once! Let them not gain any influence over you, or you will walk their path.

We sense their deep connection to the Weaver, yet do not understand its nature. Perhaps this is worthy of investigation. However, should you so choose this task, be prepared to end your life before serving them. Better to be reborn again and again than never to die.

Mages

Of all the Awakened, the mages are the wisest. They are the proof that humans are not all corrupt, that a few can rise to witness the truth. But they are likewise examples of how hubris can blind the soul, feeding the ego and turning wisdom to evil. Many serve the Weaver but do not realize it, or make a virtue of such a pact. They only serve to spin stronger webs around the minds of all creatures, preventing imagination from having any sway in the world, shutting out the true reality of Gaia. Beware such mages.

Seek out the Dreamspeakers or the Akashic Brotherhood, for they of all the mages appreciate our ways. Indeed, we have traded much wisdom with the Akashic mages over the centuries, and our goals are similar.

Wraiths

*When the fruit of craving ripens,
Born as a hungry ghost tormented by frustrated desire,
Oh, the misery of hunger and thirst!*
— The Prayer of Kuntu Sangpo

All I have told you about the dangers of ego and attachment is evidenced in these ghosts, unable to be reborn because of their irrational desires. The death of the

body is not the end of misery for them; only a rehabilitation of their lives can suffice. Cursed to relive the mistakes they made in life, their karma is immediately obvious to them. Would that this were clear to them in life.

Pity them as you would all creatures, not with condescension but with compassion. Each kindness given them helps to heal their souls.

Changelings

What is there to say about the fae, children of the Dreaming? Like all beings, they come from the True Gaia Realm of the Dawn Times. They are like living dreams, imagination brought to life by Gaia or some other force — perhaps Chimera. For all our alliances with Chimera, we little understand these dream children. While the Web can numb us and slowly destroy our resolve for enlightenment, it can kill these beings. While they are allies to seek in awakening the world to the True Gaia Realm, shield them from the minions of the Weaver, especially those who are worst affected by her venom — those who have no spark of imagination in them.

Awaken!

Now I have told you as much of our past and present as you need to know. More will be revealed as you progress further on the path. The future is for you to decide, along with all beings that walk the path with you.

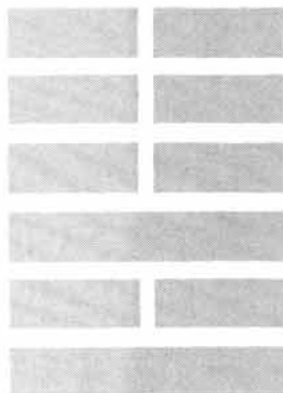
You have Awakened, and the world thus rejoices! Listen carefully to the sounds about you; nothing impedes your path except the roaring in your own ears. Now you must learn to silence it so that you can hear the real voice within. For this, you will need to learn the many tantras or spiritual practices of the Stargazers.

Hurry, for you only have one life in which to accomplish your task. But fear not for failure, for you have earned a second chance in the next life. Is this a paradox? Good.

Think on this.

When you've understood this scripture, throw it away. If you can't understand this scripture, throw it away. I insist on your freedom.

— Jack Kerouac, *The Scripture of the Golden Eternity*





Appendix One: Tantras

*Once more I shall teach you
That uttermost wisdom:
The sages who found it
Were all made perfect,
Escaping the bonds of the body.
— Bhagavad Gita*

Tribal Weakness (Optional)

These optional rules reflect quirks that each member of a particular tribe possesses, usually due to the tribe's social, spiritual or even genetic nature. Weaknesses should not always be enforced; for instance, there are some rare situations where a Bone Gnawer may not suffer a higher difficulty on Social rolls. Similarly, Black Furies suffer from an inborn anger against men, but a Black Fury may not feel anger towards a man with whom she has a trusting relationship.

It's up to the Storyteller to enforce these rules when an appropriate situation occurs in the game; a player may be unwilling to remind a Storyteller that her Uktena's curiosity will get her into trouble.

Stargazer Weakness

Obsessive Mind Games

The Stargazers are sometimes too philosophical for their own good. If a Stargazer ever fails an Enigmas roll, he becomes obsessed with the problem and unable to concentrate on anything else until he has solved it. The most elusive mysteries gnaw at us the most. During this time, the

Storyteller may rule on a host of minor effects to represent this inward obsession (only one at a time, though). Examples include shutting the world out (+1 difficulty to all Perception rolls) or a slow reaction to outside stimuli (+1 difficulty to all Initiative rolls).

Background: Past Life

For a Stargazer, this Background usually represents her connection to a previous life and its memories, not necessarily a temporary possession by an Ancestor-spirit. Those ancestors who can manifest with this Background are the ones who passed on to a higher state, and are usually mighty spirits; only three or more successes will channel such an ancestor. Likewise, a botch may call a fallen Stargazer, one who has become an evil spirit from one of the many hells.

New Knowledges

Feng Shui

This Knowledge represents the lore associated with Chinese geomancy, called Feng Shui. This science/art

helps one to better arrange one's surroundings to be more in harmony with local chi, or energy. This skill is necessary for the Feng Shui rite (see below).

- Student: You understand the basic principles of earth energy.
- College: You have a deeper understanding of the science, and can better read the energy of a familiar place.
- Masters: You understand better how yin and yang energy flows between hills, declinations and streams, and can read the energy of an unfamiliar place well.
- Doctorate: You understand how to best manipulate local features to better enhance energy flow.
- Scholar: You understand how to rearrange a landscape to transform it from a well of illness to a garden of health.

Possessed by: Chinese geomancers, architects, Keepers of the Land

Specialties: Colors, landscape, chi energy, warding

Stargazing

Stargazers are fascinated with the stars, for they know that the movements of the celestial spheres somehow mirror the events of earthly life. By watching the stars and understanding their qualities — both physical and spiritual — a Garou can glean clues to the riddles of the universe. This skill represents a combination of astrology and astronomy lore. It can act as a complement to an Enigmas roll when trying to unravel the meanings of stellar omens or cosmic events (sun spots, eclipses, comets, etc.).

- Student: You know the locations of the planets and stars in your hemisphere.
- College: You understand the basic energies of the planets.
- Masters: You understand the energies of the stars in your hemisphere.
- Doctorate: You understand the energies of the stars in all earthly hemispheres and the import of celestial visitors (comets).
- Scholar: You understand the energies of the stars in the Umbral hemispheres, which can include stars long gone from the earthly sky.

Possessed by: Astrologers, astronomers, Theurges

Specialties: Planets, stars, satellites (moons), the sun, phenomena (eclipses, sun spots), omens, divination

Merit

Reborn Sage (1-2 pts)

The character has been officially recognized as the reincarnation of a famous Garou hero or sage. He thus begins with three extra points of temporary Renown (choose either Wisdom, Honor or Glory). If the previous life was a Stargazer, the cost of



this Merit is 2 pts, for there is a certain amount of social status that comes with it. Old friends of the previous life (if he was a recent Stargazer) look kindly upon the character, and rivals consider the slate to be wiped clean. (This doesn't apply to the Wym, however; a character might just find himself with some "unfinished business" that requires his attention in this life.) However, if the previous life is that of a Garou from another tribe, there may be some friction with that tribe — the Silver Fangs might not appreciate someone claiming to be an incarnation of royalty, for instance. The cost in such cases is thus only 1 pt.

Kailindo

*Angry fists cannot beat
a smiling face*

— Soiku Shigematsu, A Zen Forest

The following Kailindo maneuvers complement those given in the **Werewolf Players Guide**.

- **Catch the Wind:** The Kailindoist can catch missiles thrown at her, from rocks and darts to arrows. Bullets or similar high-speed missiles cannot be caught with this maneuver. One missile aimed directly at the character (or at a target up to three feet away) can be caught per success gained on the roll.

Usable by: Homid-Crinos

- **Chakra Strike:** The Kailindoist punches an opponent's chakra center with two fingers. In addition to normal Strength damage, there are other effects depending on the chakra struck:

Chakra	Difficulty	Effect
Solar Plexus	7	Indigestion, fatigue (+1 difficulty on Stamina rolls) for the rest of the scene
Heart	8	Depression, +1 difficulty on Charisma and Manipulation rolls for the rest of the scene
Throat	8	Asthma, +1 difficulty on athletic tasks, -5 yards running per turn, +1 difficulty on rolls involving speech for the rest of the scene
Crown	9	Confusion, +1 difficulty on Wits and Perception rolls for the rest of the scene

Usable by: Homid-Crinos

- **Mountaintop:** The Kailindoist roots himself to the spot by sinking his center and sending his energy downward. It is extremely hard to topple a mountaintop. The difficulty for this maneuver is reduced by one if the Kailindoist is in Hispo or Lupus form (on all fours). The successes gained from this maneuver add to the Kailindoist's Strength to resist being moved or knocked down. However, she cannot move in any turn in which she roots.

Usable by: Homid-Lupus

Shapeshifting Maneuvers

The following maneuvers requires the expenditure of a Rage point.

- **Rollaway:** Whenever the Kailindoist is toppled or brought to the ground, she can switch to a four-legged form and instantly assume her footing. No roll or separate action is required, just the expenditure of a Rage point. If she was in a four-legged form when toppled, this maneuver has no effect.

Usable by: Homid-Crinos

- **Uncoiling Snake:** The Kailindoist throws a kick or punch but shifts to a larger form at the last moment, surprising an opponent with more reach on the blow.

Usable by: Homid-Crinos

Gifts

- **Inner Light (Level Two)** — The Stargazer can step sideways into the Umbra using only his own inner light; he has no need of a reflection or bright light to guide him. This Gift is taught by an Epiphling of Truth.

System: The player must still roll Gnosis as usual, and the Stargazer can still be "caught." He may lead packmates into the Umbra as per the usual rules.

- **Resist Temptation (Level Two)** — Using gestures to her chakras, as Klaital did, the Stargazer can resist worldly, mental and spiritual temptations, including corruption. This Gift is taught by an Earth-spirit.

System: The player rolls Wits + Rituals and spends one Gnosis point. Each success raises others' difficulties to ensorcel or supernaturally coerce the character by one. For instance, a vampire trying to Dominate the Garou would find it harder to succeed. Against non-supernatural coercion, this Gift is automatically successful. Thus, mundane con artists and temptresses have no power over the Stargazer.

New Kailindo Maneuvers Chart

Maneuver	Roll	Difficulty	Damage	Actions
Catch the Wind	Dex + Kailindo	8	none	1
Chakra Strike	Dex + Kailindo	varies	Strength + special	1
Mountaintop	Dex + Kailindo	6(5)	none	1
Shapeshifting Maneuver*:				
Uncoiling Snake	Dex + Kailindo	+1	by maneuver	by maneuver

* Requires the expenditure of a Rage point

• **Cunning Koan (Level Three)** — The character can cut through any falsity, illusion or bullshit with a few choice words. The words cannot be profane and must come in the form of a short haiku poem or koan. This Gift is taught by a Crow-spirit or a Chimerling.

System: The player rolls Wits + Expression and spends one Gnosis point. Any illusion designed to fool others is revealed as such — even Bastet Den-Realms can be discovered with this Gift. In addition, anyone attempting to lie at that moment is revealed as a liar — his words instead speak his true intent.

• **Walk the Web (Level Three)** — The Stargazer can walk through Weaver realms without attracting attention. Pattern Spiders will ignore her and go about their business. The character must chant a mantra through sub-vocalization (mouthing it silently). This Gift is taught by various Enigmatics. However, if the Stargazer takes direct action against any Weaver minions, the effect of the Gift is canceled and the spiders will come.

• **Imaginal Mantra (Level Four)** — The Stargazer can chant a mantra to banish Banality from the area and awaken Glamour. During the chanting, he must imagine the area as being inherently magical, seeing the rocks, stones and buildings as living things — he must pretend to dream while awake. This Gift is taught by a Chimerling.

System: The player rolls Wits + Rituals and spends one Gnosis point. If successful, any Banality is banished for one scene. In addition, any fae are revealed in their true forms.

• **Break the Loom (Level Five)** — The Stargazer uses controlled cognitive dissonance to temporarily confuse Paradox and banish it. With riddles and conundrums posed to the thin air, the Stargazer thus confuses the Weaver, who halts her spinning as she tries to solve the riddle. This Gift is taught by Chimera herself.

System: The player rolls Wits + Enigmas and spends one Gnosis point. If successful, a particular manifestation of Paradox is canceled. In addition, the Gauntlet of the area drops for the rest of the scene by one point for each success gained. This is an immensely powerful Gift when put to use for a mage; however, Stargazers usually let mages learn from their own mistakes, intervening only if the Paradox threatens someone other than the unwise willworker.

Awakening the Serpent Fire

The following Gifts represent a path of training with the body's energy centers. Each Gift must be learned in order, from the first level upwards (the third level cannot be bought until the second level is bought, etc.). The first level begins with the awakening of Kundalini energy at the base of the spine. The energy slowly works its way upwards, progressively opening chakras as it reaches them, until the third eye or crown chakra is open, completing the circuit and allowing for great power.

This path requires that the Garou learn each level from Kundalini Snake-spirits (see below).

• **Muladhara (Level One)** — The base chakra is awakened and the energy stirs. The character can call on

this energy to help himself root or center for meditation, or summon energy to stave off fatigue. This also includes the Svadhisthana or sacral chakra, governing the sex organs.

System: The player must declare which effect he is trying to achieve before he rolls. He then rolls Stamina + Rituals and spends one Gnosis point. Each success lowers the difficulty of any roll involving meditation by one; or, when resisting frenzy, each success raises the difficulty of the roll by one — although the character must perform no other action that turn or the next. In all cases, Stamina roll difficulties related to fatigue are lowered by one for the rest of the scene.

• **Manipura (Level Two)** — The solar plexus chakra stirs, allowing the character access to powerful energy and strength which can greatly aid Kailindo maneuvers.

System: The player rolls Stamina + Rituals. Each success adds one to the character's Strength for the purposes of resisting grapples or initiating holds, but not for lifting objects or causing damage. This lasts for one scene.

• **Anahata (Level Three)** — The heart center stirs, opening the Garou up to normally unseen perceptions concerning others. She can sense what they are feeling and know the best way to make them listen to her (although they cannot be coerced into acting against their wills).

System: The player rolls Charisma + Empathy and spends one Gnosis point. For the rest of the scene, the Stargazer can sense the surface emotions (anger, frustration, joy, etc.) of those who directly interact with her. After three or more turns of interacting with that person, the player may make a Perception + Empathy roll; each success lowers difficulties on any rolls to sway that person, and he will be especially receptive to wisdom or advice from the Stargazer. The Stargazer can also attempt to avert any angry action against herself in such ways.

• **Visuddha (Level Four)** — The throat chakra stirs, allowing the character immense control over his voice and breath. He can halt others with a bellow or command them to heed his words.

System: The player rolls Manipulation + Expression and spends one Gnosis point. For the next scene, anything the Stargazer says has a commanding quality to it. Each success on the roll lowers the difficulty on any roll to command others, and he may even ask them to act in ways contrary to their nature (although not acts which will directly harm them).

In addition, he may issue a resounding *Ki-ai* at anytime, a bellow meant to scare opponents and give the Stargazer the initiative in combat. Roll Stamina + Expression; each success lowers an opponent's initiative and attack Dice Pools by one die for three turns. The *ki-ai* does not require a separate action; characters do not have to split their Dice Pools to issue one in the same turn in which they attack. A *Ki-ai* may be effective against a single opponent only once per scene.

• **Atma (Level Five)** — The crown chakra stirs and the third eye opens. The Stargazer gains immense wisdom and occult perception.

System: Roll Wits + Enigmas and spend one Gnosis point. Each success lowers the difficulty of any Enigmas roll

by one and adds one to the character's Enigmas skill. This effect lasts for one scene.

In addition, for the following scene, the character sees spirits interacting with the world, and knows if Gifts or other supernatural powers (Disciplines, Spheres, Cantrips, etc.) are active within his sight.

Rites

Chi Kung/Yoga

Level One - Five

Many Stargazers practice such energy techniques as Chi Kung or Yoga. These practices cleanse the aura/meridians/chakras to aid in health and mental acuity. Chi Kung is similar to the Chinese art of Tai Chi, and involves both standing and sitting meditations. Yoga seeks to repeat the postures each being performed when in the womb, to awaken primordial energy and health; there are many Garou yogas for each form, from Homid to Lupus.

These exercises are usually done for one hour in the morning and provide their effects for the full day, although certain types of energy work can be done during certain hours of the day for best effect. If less than an hour is practiced, the rite is not effective.

There are deeper and deeper levels of such practices, represented by five levels of rites.

System: Roll Stamina + Rituals against a difficulty of seven. The effects of success depend on the level of the rite:

Level	Effect
1	Cleansing. Tones the body and removes stress and fatigue.
2	Exercise. Stretches the body and builds endurance. -1 difficulty on all Stamina rolls for the day.
3	Centering. Character can regain one Willpower point with a successful rite roll (difficulty 8). This may be attempted only once per day.
4	Meditation. Character can meditate while practicing this rite; she can regain two Gnosis points per hour spent meditating, and has a -1 difficulty to her Wits + Enigmas roll.
5	Restoration. Heals one Battle Scar: Character must perform this rite every day for one week per result on the Battle Scars roll (see the Battle Scars Chart, p.199 of the rulebook: a superficial scar is 3, a broken jaw 9, etc.). After this time, the scar will disappear along with its ill effects (as well as any Renown gained by wearing such a scar).

Feng Shui

Level Two

This Rite of Accord is a more permanent version of the Rite of Cleansing. Through the use of geomantic lore and tools (small mirrors placed in just the right locations to divert bad energy), the Garou can cleanse a place and make it more conducive to good energies. There is a whole body

of knowledge associated with Feng Shui geomancy, including the colors used in the area, the directions the walls face and in which lines converge, the topography of the area (hills, depressions, rivers, etc.). This lore must be called on for the rite to work. See the Feng Shui skill, above.

System: The ritemaster must first succeed on a Perception + Feng Shui roll; no rite can proceed without success there. Each success on that roll subtracts one from the difficulty of the rite roll.

For the rite, the ritemaster rolls Manipulation + Rituals, difficulty 9 (minus the successes on the Feng Shui skill roll). The rite will last for one week per success. After that time, subtle changes in the environment or the change of seasons will require a new rite. In addition, if any of the mirrors are removed or broken or the landscape is significantly changed, the effects of the rite are canceled.

Mantras

Level One - Three

There are various mantras — words of power — used by Stargazers to achieve certain effects. Each mantra must be chanted during the course of the rite, which usually lasts for one minute per level to cast, during which the Stargazer can take no other actions. Most mantra effects last for a scene.

Roll Manipulation + Rituals, difficulty 9 - Rank (masters tend to be better at these than initiates).

The examples given below are those in human languages; there are also many Garou or wolf tongue mantras, but these cannot be reproduced in print.

Om (Level One) — By chanting the universal word of creation and unity, Stargazers can calm others down and diffuse violence. Rage rolls are at +1 difficulty for all beings who hear the chant.

Om Habbava Dhi (Level Two) — Calls upon Serene Habbava. Grants wisdom. All Wits or Intelligence rolls are at -1 difficulty.

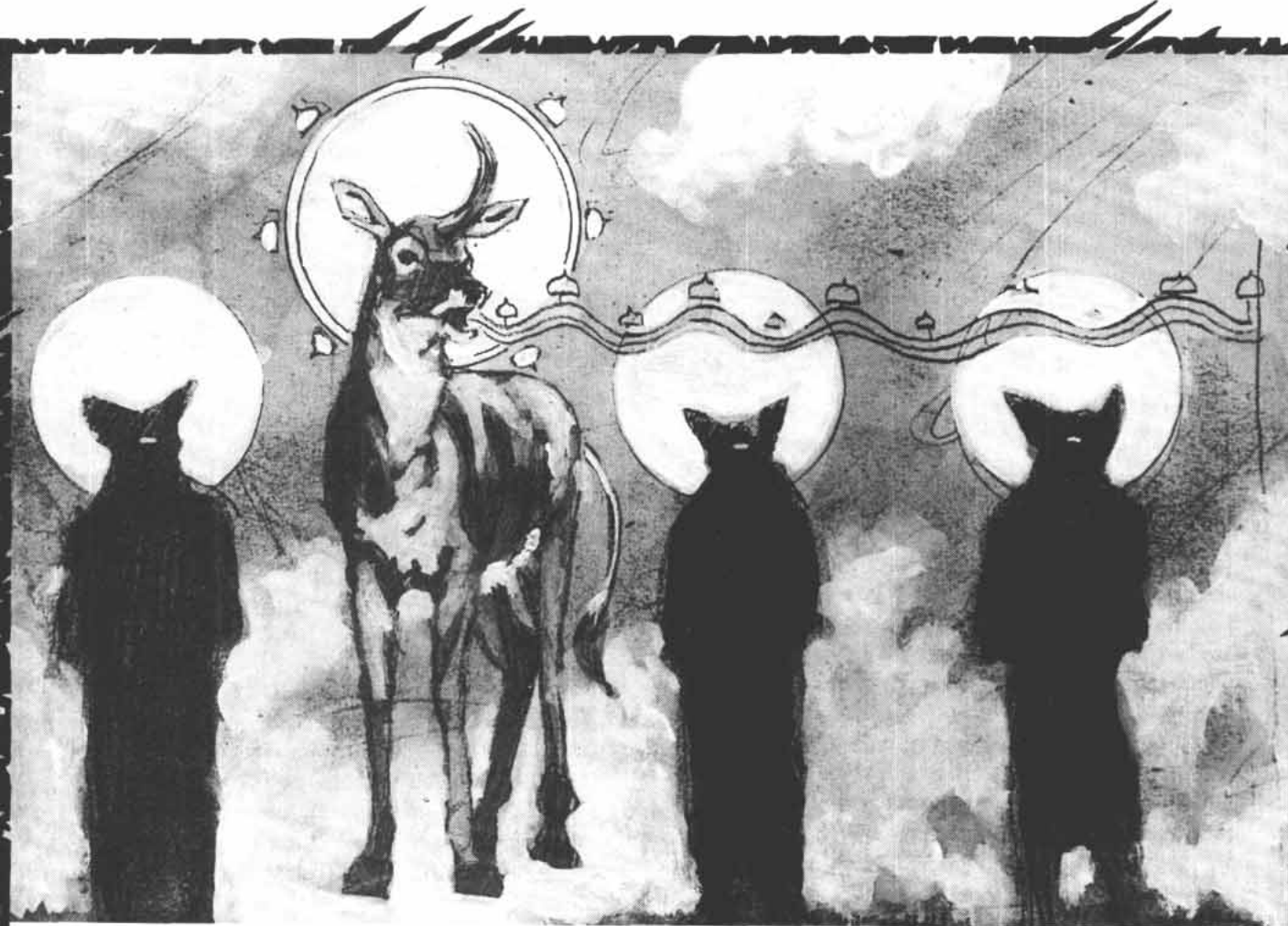
Om Chakala Phat (Level Three) — Calls upon Fierce Chakal. Drives away evil influences and distractions — Banes cannot manifest in the area and Enigmas rolls are at -1 difficulty. In addition, Black Spiral Dancers in the area suffer a reverse effect, that of distraction: +1 difficulty on Enigmas rolls.

Totems

Chhi-Lin (Respect)

Background cost: 6

Chhi-Lin is a divine creature from the True Gaia Realm who appears in the world only when and where virtue has consecrated an area, usually through the wise rule of a king or guardianship of a caern. Chhi-Lin's very presence purifies the region in which he appears, although it cannot appear near Wyrms toxins. Usually, Chhi-Lin must be sought out in dreams.



Traits: Packs chosen by Chhi-Lin can call upon five Willpower points per story. In addition, each pack member gains +1 Charisma and one temporary point of Honor.

Ban: Children of Chhi-Lin must purify and cleanse themselves daily, performing a Rite of Cleansing no less than once per week.

Soma (Wisdom)

Background cost: 5

Soma is a psychedelic plant totem who must be contacted through eating her sacred mushrooms. She will provide her children with visions and images of enlightenment, providing symbols and mantras for their progress in Understanding.

Traits: Children of Soma gain +3 to Enigmas Dice Pools and +1 to their Rituals Traits.

Ban: Soma will give bad trips to those who seek her only for selfish purposes.

Spirits

Kundalini Snakes (Epiphlings)

These multicolored, luminous snakes float through the ether rather than slither on the ground. They are somehow tied to Kundalini power, an energy which resides

in everybody at the base of the spine but which is rarely awakened. They can awaken it by teaching Serpent Fire gifts.

These spirits are rare and mysterious. Some Stargazers believe that they do not actually exist as spirits, but are instead manifestations of the body's own Kundalini power, given form with which to speak to the person harboring such energy. They are mysteriously allied to both Luna and Helios.

Willpower 9, Rage 4, Gnosis 9, Power: 20

Charms: Airt Sense, Healing, Insight, Unbindable (Kundalini spirits cannot be bound into fetishes)

Fetishes

Mandala

Level 3, Gnosis 7

Many Stargazers devise their own mandalas, personal portraits of their inner symbology designed in a symmetrical circle or square. Such an image is a powerful meditational tool. Each Stargazer must make his own; using another's mandala provides no benefit.

Once activated, a mandala will restore one point of lost Willpower and allow a meditation roll to restore Gnosis with a difficulty of only 7. Such powers can be used once per day.

Appendix Two: Incarnations

A baby tiger,
born three days,
Has the capacity
to eat a cow

— Soiku Shigematsu, *A Zen Forest*

While the Stargazers originally came from the East, they are now found everywhere in the world, although in small numbers. They choose no single breed of Kinfolk to call their own, instead breeding among those who will best raise their children. They often abandon these Kin for long periods of time, although they rarely leave them unwatched; a kin fetch spirit looks after the family to alert Stargazers to the birth of a Garou. It may be many years before they can come to take the child, but they will eventually find him. In addition, human acolytes who partake of Stargazer wisdom watch for signs of reincarnated masters.

Beyond that, it's hard to pinpoint the "stereotypical" young Stargazer. The path to enlightenment can begin anywhere: many roads, one destination. Stargazers can be black, white, Asian, Native American — and that's even before taking the converts from other tribes into account. Stargazer cubs can be rowdy and instinctive, quiet and introspective, or even materialistic and flighty. Wisdom sometimes picks strange houses to live in before it shows itself.

Wild Sage

Quote: *AH-rooo! Wisdom is in the leaves! In the beetles! In your shit!*

Prelude: You were a wolf in the woods of India, greatly fearing humankind and avoiding them at all costs. Luckily, your pack roamed on a large nature preserve, protected — for the most part — from human development. While some humans would sneak into the preserve to hunt or gather food, you only saw them a few times in your three years as a wolf.

Then came the First Change and the confusing, maddening whispers of Mind. Your pack would have nothing to do with you after that, and you were forced to leave them. Scared and fearful, you walked as a human into a village. The people thought you a quaint ascetic who had lived long in the woods by choice, whose gruntings and mutterings showed intentional abandonment of language. Some of them treated you as if holy. This was greatly confusing; before, when you walked on four legs, they ran from you, or shot at you. Now, they gathered to watch you or listen to your grunts as if they signified wisdom.

Eventually, a true holy ascetic passed through the village and found you. He insisted that you follow him to his retreat, promising to tell you everything about your strange experiences. Once out of the village, he turned into

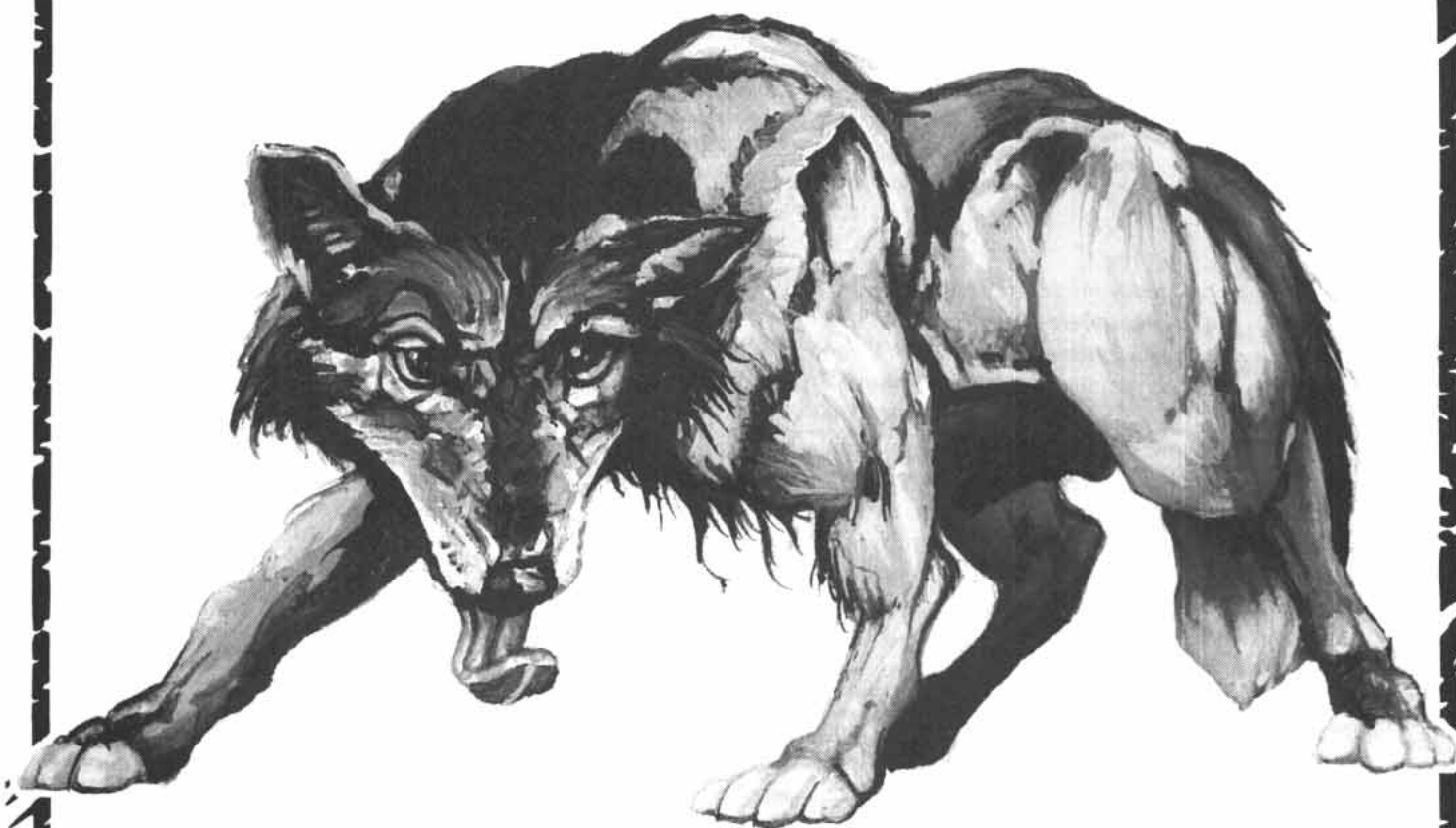
a wolf and revealed to you your true nature, that of a Garou shapeshifter and a Stargazer.

Since then, you have learned much of human ways and now realize that their fear of wolves and the wild comes from their ignorance. But they truly want to be free, to know the Truth. You have sworn to teach it to them, by displaying your wilderness instincts in all you do. Although this sickens some, others recognize something in your prancing which they have lost, something precious. These few can learn from you.

Concept: A tangle-haired, rag-wearing hermit from the woods. You only speak human languages (the few you know) when absolutely necessary; your grunting and gesturing actually communicate more universally anyway.

Roleplaying Hints: Gesture a lot. Your communication should be as physical as possible. Grunt and mutter, howl and growl. Among Garou, shift forms often to gesture in unique ways. Don't hesitate to use crude or profane gestures — the body and its by-products are all part of nature; only civilization spurns them as gross.

Equipment: A staff and bag with gathered nuts and berries, and maybe a few bones for gnawing (from a fresh kill).



STARGAZERS™

Name:
Player:
Chronicle:

Breed: *Lupus*
Auspice: *Ragabash*
Camp:

Pack Name:
Pack Totem:
Concept: *Wild Sage*

Attributes

Physical

Strength _____ ●●●●●
Dexterity _____ ●●●●●
Stamina _____ ●●●●●

Social

Charisma _____ ●●●●●
Manipulation _____ ●●●●●
Appearance _____ ●●●●●

Mental

Perception _____ ●●●●●
Intelligence _____ ●●●●●
Wits _____ ●●●●●

Abilities

Talents

Alertness _____ ●●●●●
Athletics _____ ●●●●●
Brawl _____ ●●●●●
Dodge _____ ●●●●●
Empathy _____ ●●●●●
Expression _____ ●●●●●
Intimidation _____ ○○○○○
Primal-Urge _____ ●●●●●
Streetwise _____ ○○○○○
Subterfuge _____ ○○○○○

Skills

Animal Ken _____ ●●●●●
Drive _____ ○○○○○
Etiquette _____ ○○○○○
Firearms _____ ○○○○○
Leadership _____ ○○○○○
Melee _____ ○○○○○
Performance _____ ●●●●●
Repair _____ ○○○○○
Stealth _____ ●●●●●
Survival _____ ●●●●●

Knowledges

Computer _____ ○○○○○
Enigmas _____ ●●●●●
Investigation _____ ○○○○○
Law _____ ○○○○○
Linguistics _____ ●●●●●
Medicine _____ ○○○○○
Occult _____ ●●●●●
Politics _____ ○○○○○
Rituals _____ ●●●●●
Science _____ ○○○○○

Advantages

Backgrounds

Kinfolk _____ ●○○○○
Mentor _____ ●●○○○
Past Life _____ ●●○○○
_____ ○○○○○
_____ ○○○○○

Gifts

Heightened Senses _____
Scent of Running Water _____
Balance _____

Gifts

Renown

Glory

● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Honor

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Wisdom

● ● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Rank

Rage

● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Gnosis

● ● ● ● ● ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Willpower

● ● ● ● ● ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Health

Bruised _____ □
Hurt -1 _____ □
Injured -1 _____ □
Wounded -2 _____ □
Mauled -2 _____ □
Crippled -5 _____ □
Incapacitated _____ □

Weakness

OBSESSIVE MIND GAMES:
FAILED ENIGMAS ROLL
CAUSES OBSESSION W/
MYSTERY



Geomancer

Quote: *Very bad. Your home sits between three dragons. Their energy will tax you and leave you no rest. These three mirrors will help deflect their influence...*

Prelude: You were raised in Hong Kong, where you were taught by your grandfather the art of Feng Shui. Few buildings in your neighborhood would be constructed or renovated without their owners first consulting Grandfather. They knew from experience that if the chi was not right, their health or business endeavors in the new or restored building were doomed to failure. Grandfather was very traditional; he would constantly visit his clients to make adjustments to the Feng Shui mirrors, or to place a potted plant here or a soothing painting there.

It was only after your First Change that you realized the importance of Grandfather's job. After you got over the shock of your new identity, which Grandfather guided you through, you realized that the old Stargazer was one of the only beings keeping a tide of terrible Wyrn energy from engulfing the neighborhood. A Black Spiral Dancer hive had been erected in a high-rise business office downtown; although it had been raided and destroyed by Glass Walkers, its corruption remained. Somewhere, a hole into a blight remained open, leaking energies into your neighborhood.

Now that you could commune with spirits, Grandfather taught you how to gain their aid in cleaning a place, to help when mirrors broke or foolish residents rearranged a room without consulting him. You know, however, that soon you will have to hunt down the cause of the evil chi. For this, you will need friends...

Concept: A young geomancer, following in your mentor/grandfather's footsteps. You are well versed in Chinese Taoism and now apply this to the Gaiadharmia. While you want to help at home, you also yearn to see the rest of the world and study its earth energies.

Roleplaying Hints: Be polite and restrained in public company, but you can let your hair down in private or with friends. You come from two worlds: the old, traditional Chinese way and the more modern, pop-culture savvy Hong Kong.

Equipment: Feng shui mirrors and other tools, including a manual listing charts for each season and situation.

STARGAZERS™

Name:
Player:
Chronicle:

Breed: *Homid*
Auspice: *Theurge*
Camp:

Pack Name:
Pack Totem:
Concept: *Geomancer*

Attributes

Physical

Strength ☐☐☐☐☐
Dexterity ☐☐☐☐☐
Stamina ☐☐☐☐☐

Social

Charisma ☐☐☐☐☐
Manipulation ☐☐☐☐☐
Appearance ☐☐☐☐☐

Mental

Perception ☐☐☐☐☐
Intelligence ☐☐☐☐☐
Wits ☐☐☐☐☐

Abilities

Talents

Alertness ☐☐☐☐☐
Athletics ☐☐☐☐☐
Brawl ☐☐☐☐☐
Dodge ☐☐☐☐☐
Empathy ☐☐☐☐☐
Expression ☐☐☐☐☐
Intimidation ☐☐☐☐☐
Primal-Urge ☐☐☐☐☐
Streetwise ☐☐☐☐☐
Subterfuge ☐☐☐☐☐

Skills

Animal Ken ☐☐☐☐☐
Drive ☐☐☐☐☐
Etiquette ☐☐☐☐☐
Firearms ☐☐☐☐☐
Leadership ☐☐☐☐☐
Melee ☐☐☐☐☐
Performance ☐☐☐☐☐
Repair ☐☐☐☐☐
Stealth ☐☐☐☐☐
Survival ☐☐☐☐☐

Knowledges

Computer ☐☐☐☐☐
Enigmas ☐☐☐☐☐
Investigation ☐☐☐☐☐
Law ☐☐☐☐☐
Linguistics ☐☐☐☐☐
Medicine ☐☐☐☐☐
Occult ☐☐☐☐☐
Politics ☐☐☐☐☐
Rituals ☐☐☐☐☐
Science ☐☐☐☐☐

Advantages

Backgrounds

Rituals ☐☐☐☐☐
Pure Breed ☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐

Gifts

Persuasion ☐☐☐☐☐
Sense Wyrms ☐☐☐☐☐
Balance ☐☐☐☐☐
Mother's Touch ☐☐☐☐☐

Other Traits

Feng Shui ☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐

Renown

Glory

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Honor

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Wisdom

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Rank

Rage

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Gnosis

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Willpower

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Health

Bruised ☐
Hurt -1 ☐
Injured -1 ☐
Wounded -2 ☐
Mauled -2 ☐
Crippled -5 ☐
Incapacitated ☐

Weakness

OBSESSIVE MIND GAMES:
FAILED ENIGMAS ROLL
CAUSES OBSESSION W/
MYSTERY

Professional Philosopher

Quote: *Hmmm. I think you misunderstand. Process metaphysics can be looked upon as a non-epistemic, hermeneutic framework...*

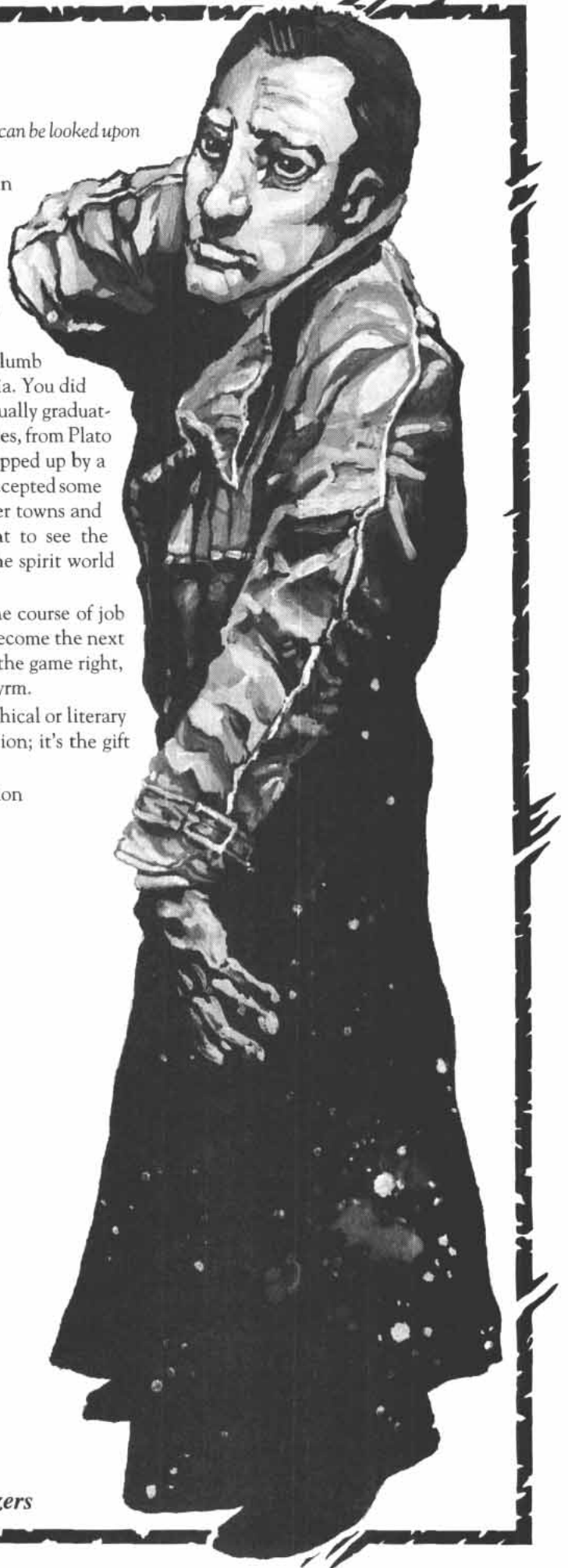
Prelude: Your First Change came a bit late in life. You were in graduate school for philosophy studies in England when it happened. Needless to say, it shattered a lot of the philosophical systems you'd been laboring under. With the help of a Pakistani Stargazer who showed up at your flat soon after, you began to realize the benefits of your new life. You had access to insight few humans ever receive.

Your mentor encouraged you to continue your studies, to plumb the wisdom of humans for insight into the Weaver and even Gaia. You did just that, signing up for more classes the next semester and eventually graduating with honors. You've read all the greats and the modern favorites, from Plato and Ibn Arabi to Foucault and Derrida. Your dissertation was snapped up by a university press and now you've got some offers to teach. You've accepted some paid flights to visit these universities, simply so you can see other towns and countries. But before settling into a particular area, you want to see the supernatural world for yourself, a sort of sabbatical to witness the spirit world firsthand.

Concept: A brilliant young philosopher. If you followed the course of job offers and calls for papers in academic journals, you'd probably become the next Wittgenstein or at least Rorty. But you're not sure you can play the game right, since there are more pressing matters at hand — such as the Wyrms.

Roleplaying Hints: Be witty and urbane, dropping philosophical or literary quotes at the drop of a hat. Always intensely analyze any situation; it's the gift you've been given, and it may lead to deep insight.

Equipment: Suit, notebook and stack of books for annotation



STARGAZERS™

Name:
Player:
Chronicle:

Breed: *Homid*
Auspice: *Philodox*
Camp:

Pack Name:
Pack Totem:
Concept: *Philosopher*

Attributes

Physical

Strength ●●○○○
Dexterity ●●○○○
Stamina ●●○○○

Social

Charisma ●●○○○
Manipulation ●●○○○
Appearance ●●○○○

Mental

Perception ●●○○○
Intelligence ●●○○○
Wits ●●○○○

Abilities

Talents

Alertness ●○○○○
Athletics ○○○○○
Brawl ○○○○○
Dodge ●○○○○
Empathy ●○○○○
Expression ●●○○○
Intimidation ○○○○○
Primal-Urge ●○○○○
Streetwise ●○○○○
Subterfuge ●●○○○

Skills

Animal Ken ○○○○○
Drive ●○○○○
Etiquette ●●○○○
Firearms ○○○○○
Leadership ○○○○○
Melee ○○○○○
Performance ●○○○○
Repair ●○○○○
Stealth ○○○○○
Survival ○○○○○

Knowledges

Computer ●○○○○
Enigmas ●●○○○
Investigation ●○○○○
Law ●●○○○
Linguistics ●●○○○
Medicine ○○○○○
Occult ●○○○○
Politics ●●○○○
Rituals ○○○○○
Science ●●○○○

Advantages

Backgrounds

Contacts ●●○○○
Kinfolk ●○○○○
Past Life ●○○○○
○○○○○
○○○○○

Gifts

Smell of Man
Truth of Gain
Sense Wyrm

Gifts

Renown

Glory

○○○○○○○○○○○○
□□□□□□□□□□

Honor

●●●○○○○○○○○
□□□□□□□□□□

Wisdom

○○○○○○○○○○○○
□□□□□□□□□□

Rank

Rage

●●●○○○○○○○○
□□□□□□□□□□

Gnosis

●●●○○○○○○○○
□□□□□□□□□□

Willpower

●●●●●○○○○○
□□□□□□□□□□

Health

Bruised ☐
Hurt -1 ☐
Injured -1 ☐
Wounded -2 ☐
Mauled -2 ☐
Crippled -5 ☐
Incapacitated ☐

Weakness

OBSESSIVE MIND GAMES:
FAILED ENIGMAS ROLL
CAUSES OBSESSION W/
MYSTERY

Dharma Bum

Quote: *Hey, bikkhu! C'mon up the mountain! Get out of those suburbs and breathe some real Buddha air!*

Prelude: You ran with the wolves in the woods of British Columbia in your youth. Your First Change brought a greater understanding of humans and just what it was they did in the woods — why they cut down so many trees. It's no good, you know, but books are cool anyway.

This Stargazer holy guy came and taught you what it was to be a Garou, but you thought the rest of the bunch you met in Seattle were all hung-up on violence and war. You didn't want any of that scene, so you hitchhiked down to California and started taking classes at a human college. You really liked this poetry thing of theirs, especially the Japanese haikus and Zen koans. You've started writing some poetry of your own, the unfettered kind, inspired by Whitman, Ginsberg and Snyder.

You like it here, but you want to cut out and visit Japan and India for a while, wandering on foot with only a

backpack (traveling on all fours when nobody watches). If you could find some friends who appreciate these insights and your poetry, maybe you'll invite them along.

Concept: Neo-beat poet and eco-freak. You try to teach understanding of the natural world in your poetry, and hope that humans will follow your lead and rush out to the woods to check out Gaia. Your wolf background has really given you some insight into animal life, and this has resulted in some startling poetry.

Roleplaying Hints: Smile a lot; you're a happy, centered and joyful wolf who likes his Homid form. Write spontaneous poetry in a notebook as you travel around; every experience is the basis for a poem. When not writing poetry, keep detailed journal entries of your experiences.

Equipment: Battered notebook and journals, rucksack with minimal camping equipment, photocopies of Snyder's "Smoky Bear Sutra" to hand out to the unenlightened.



Stargazers

STARGAZERS™

Name:
Player:
Chronicle:

Breed: *Lupus*
Auspice: *Galliard*
Camp:

Pack Name:
Pack Totem:
Concept: *Dharma Bum*

Attributes

Physical

Strength _____ ●●○○○
Dexterity _____ ●●○○○
Stamina _____ ●●○○○

Social

Charisma _____ ●●○○○
Manipulation _____ ●●○○○
Appearance _____ ●●○○○

Mental

Perception _____ ●●○○○
Intelligence _____ ●●○○○
Wits _____ ●●○○○

Abilities

Talents

Alertness _____ ●○○○○
Athletics _____ ●○○○○
Brawl _____ ●○○○○
Dodge _____ ●○○○○
Empathy _____ ●○○○○
Expression _____ ●○○○○
Intimidation _____ ○○○○○
Primal-Urge _____ ●○○○○
Streetwise _____ ○○○○○
Subterfuge _____ ●○○○○

Skills

Animal Ken _____ ●○○○○
Drive _____ ○○○○○
Etiquette _____ ○○○○○
Firearms _____ ○○○○○
Leadership _____ ○○○○○
Melee _____ ○○○○○
Performance _____ ●○○○○
Repair _____ ○○○○○
Stealth _____ ●○○○○
Survival _____ ●○○○○

Knowledges

Computer _____ ○○○○○
Enigmas _____ ●○○○○
Investigation _____ ●○○○○
Law _____ ○○○○○
Linguistics _____ ●○○○○
Medicine _____ ○○○○○
Occult _____ ●○○○○
Politics _____ ○○○○○
Rituals _____ ●○○○○
Science _____ ●○○○○

Advantages

Backgrounds

Contacts _____ ●○○○○
Rites _____ ●○○○○
Totem _____ ●○○○○
_____ ○○○○○
_____ ○○○○○

Gifts

Leap of the Kangaroo _____
Windspeak _____
Sense Wyrms _____
Persuasion _____

Gifts

Renown

Glory

● ● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Honor

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Wisdom

● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Rank

Rage

● ● ● ● ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Gnosis

● ● ● ● ● ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Willpower

● ● ● ● ● ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Health

Bruised _____ □
Hurt -1 _____ □
Injured -1 _____ □
Wounded -2 _____ □
Mauled -2 _____ □
Crippled -5 _____ □
Incapacitated _____ □

Weakness

OBSESSIVE MIND GAMES:
FAILED ENIGMAS ROLL
CAUSES OBSESSION W/
MYSTERY

Kung Fu Monk

Quote: *Do not mistake my ignorance of your modern world for stupidity. I see the delusion which you live more clearly than you.*

Prelude: You were born and raised in a small village in rural China, near a vast wilderness where it was said a great Taoist monastery was hidden. It seemed to you that the elders of the village had visited this secret holy site and purposefully kept it hidden from others, telling everyone to never speak of it to outsiders. When you were 10, you followed your uncle into the woods to give rice cakes to the spirits. He instead led you to the monastery.

It was inside a deep cave with pictograms painted upon the walls. Within the cave sat a meditating woman, who opened her eyes when you entered, clinging to your uncle's robe. The old man set down the rice cakes and pushed you forward, presenting you to the monk. She nodded and your uncle left, telling you to stay and learn all that you could.

At first, you were scared, but eventually you realized the great honor being accorded you. The monk took you to the rear of the cave, where steps led downward into a large grotto with an underground waterfall. You screamed when you saw the huge wolf lumbering toward you, but it changed into a smiling old man, and you knew you were dreaming.

You have never awoken from the dream. As the weeks passed, you learned that these monks were special, for they could shapeshift and converse freely with spirits. They guarded the woods from outsiders and evil. They had asked for you, a member of their human family, to come train as an acolyte. But three years later you became one of them. Your First Change seemed the most natural thing, a progression of the chi kung you had already learned. The monks were surprised and overjoyed, and then began teaching you their true arts.

For the next five years you learned the ways of Kailindo and human martial arts, mastering them all. Secluded from the modern world, you lived in a paradise of learning and pursued perfection.

Then, the hell-beings came to destroy the monastery. Your elders summoned a Lune which sent you away while they combated the creatures. When you finally found the correct Moon Path and found your way back, you discovered an empty cave, no sign of the monks or the creatures. Alone among your kind, you bid farewell to your family in the village and set out to either find your mentors or achieve perfection, whichever comes first.



Concept: A cloistered martial arts expert with much theoretical wisdom but little practical experience. While your athletic skills assure you of a number of money-making jobs, you seek only spiritual answers. You will need some friends to help you adjust to the world.

Roleplaying Hints: Be utterly guileless. Always honest and with little bullshit tolerance, you have little art to your words but possess a deep, forceful presence.

Equipment: Chinese sword, sash, jeans and t-shirt



STARGAZERS™



Name:
Player:
Chronicle:

Breed: *Homid*
Auspice: *Ahrour*
Camp:

Pack Name:
Pack Totem:
Concept: *Kung Fu Monk*

Attributes

Physical

Strength ☐☐☐☐☐☐
Dexterity ☐☐☐☐☐☐
Stamina ☐☐☐☐☐☐

Social

Charisma ☐☐☐☐☐☐
Manipulation ☐☐☐☐☐☐
Appearance ☐☐☐☐☐☐

Mental

Perception ☐☐☐☐☐☐
Intelligence ☐☐☐☐☐☐
Wits ☐☐☐☐☐☐

Abilities

Talents

Alertness ☐☐☐☐☐☐
Athletics ☐☐☐☐☐☐
Brawl ☐☐☐☐☐☐
Dodge ☐☐☐☐☐☐
Empathy ☐☐☐☐☐☐
Expression ☐☐☐☐☐☐
Intimidation ☐☐☐☐☐☐
Primal-Urge ☐☐☐☐☐☐
Streetwise ☐☐☐☐☐☐
Subterfuge ☐☐☐☐☐☐

Skills

Animal Ken ☐☐☐☐☐☐
Drive ☐☐☐☐☐☐
Etiquette ☐☐☐☐☐☐
Firearms ☐☐☐☐☐☐
Leadership ☐☐☐☐☐☐
Melee ☐☐☐☐☐☐
Performance ☐☐☐☐☐☐
Repair ☐☐☐☐☐☐
Stealth ☐☐☐☐☐☐
Survival ☐☐☐☐☐☐

Knowledges

Computer ☐☐☐☐☐☐
Enigmas ☐☐☐☐☐☐
Investigation ☐☐☐☐☐☐
Law ☐☐☐☐☐☐
Linguistics ☐☐☐☐☐☐
Medicine ☐☐☐☐☐☐
Occult ☐☐☐☐☐☐
Politics ☐☐☐☐☐☐
Rituals ☐☐☐☐☐☐
Science ☐☐☐☐☐☐

Advantages

Backgrounds

Contacts ☐☐☐☐☐☐
Pure Breed ☐☐☐☐☐☐
Mentor ☐☐☐☐☐☐
☐☐☐☐☐☐
☐☐☐☐☐☐

Gifts

Smell of Man ☐☐☐☐☐☐
The Falling Touch ☐☐☐☐☐☐
Balance ☐☐☐☐☐☐
☐☐☐☐☐☐
☐☐☐☐☐☐

Other Traits

Kailindo ☐☐☐☐☐☐
☐☐☐☐☐☐
☐☐☐☐☐☐
☐☐☐☐☐☐
☐☐☐☐☐☐

Renown

Glory

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Honor

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Wisdom

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Rank

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Rage

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Gnosis

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Willpower

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Health

Bruised ☐
Hurt -1 ☐
Injured -1 ☐
Wounded -2 ☐
Mauled -2 ☐
Crippled -5 ☐
Incapacitated ☐

Weakness

OBSESSIVE MIND GAMES:
FAILED ENIGMAS ROLL
CAUSES OBSESSION W/
MYSTERY

Appendix Three: Mentors

Fierce Chakal

Not all Stargazers reincarnate into earthly life; some become spirits or minor deities, guiding the way for other beings and protecting them from corruption and delusion. Such a being is Fierce Chakal, spirit protector of all who battle the Weaver's Web of ignorance and deceit. In her last earthly life as a Stargazer, Chakal was the first to teach that the Weaver was the true foe of Truth and that the Wyrn is simply her most apparent victim.

Her deity form is said to be that of a black-furred, multi-armed Crinos Garou. In her upper right hand she bears her Vajra Klaive, with which she cuts the strongest webs and minds. In her upper left hand she holds a flowering tree, nurtured in her palm. In her lower right hand she holds a flaming pictogram, symbolizing the power of traditional wisdom and the mantra. In her lower left hand she holds a curling snake, symbol of Gaia's earth-power, the original pure Balance and the serpent fire energy which she has awakened in her body. Her right foot stands on the earth, while her left foot steps into the Umbra.

Stargazers chant Chakal's name when they are confused or beset by distractions: Chakal will remove distractions and center the self. She may also be channeled through Past Lives (five successes).





Serene Habhava

Another higher being who was once a Stargazer, Habhava guides us to wisdom through the calm and thoughtful path. Although he was considered to be an incarnation of Klaital, most sages now believe that he only incarnated Klaital's knowledge, that Klaital's other traits (Wisdom, Understanding, speech, heart, etc.) continue to incarnate in the world.

He is most often depicted either in Homid or Lupus form, always seated with eyelids half closed in calm contemplation. His right hand/paw is raised in greeting, while the left hand/paw is on the belly or touching the earth. On his forehead, in the third eye position, is a luminous jewel or diamond.

Stargazers chant Habhava's name when they seek wisdom or insight. Habhava will open the chanter's third eye center to allow wisdom to flood in from the True Gaia Realm. He may also be channeled through Past Lives (five successes).

Antonine Teardrop

The wise Antonine has long led a secret battle against a silent enemy in New York State. Only now does his and the Children of Gaia's battle against a secret Wyrms society called the Seventh Generation receive recognition from other Garou. This new renown is due to the aid Antonine gave Lord Albrecht on his quest to become King Albrecht, ruler of the Silver Fangs. Now, Antonine acts as occasional counselor to the king, who has ordered many packs to seek out evidence of the Wyrms cult.

But this cult is subtle, and they are aware of the increased scrutiny. They have hid themselves even deeper in conspiracies and false covers. Most Garou still doubt their existence, failing to believe that the Wyrms is so subtle. Fools! With the Weaver as its ally, the Wyrms can hide in anyone's own soul, where it might never be discovered. The Seventh Generation instills corruption in the hearts of the most innocent — the children who have not yet begun to forge their karmas in this life. This taint, unless dealt with openly, will haunt them for many lives to come.

Antonine is a lorekeeper, one who seeks wisdom in ancient and modern writings and legends. He spends most of his time collecting and reading this knowledge, and is ready to tell it to others who ask. But think not that he is weak or always buried in a book, for Antonine is of the Zephyr, and a Kailindo master. He must be, for his quest against his hidden enemy has revealed some of the most dire of Wyrms creatures.

He has a silent ally near to his Catskill retreat: a Bagheera Bastet named Shakar. These two often dine together and fence with words, each honing the other's debate skills and ability to escape logical traps woven with words. Antonine has wisely decided not to share Shakar's existence with the other Garou, for many there still suspect and misunderstand the Bastet.

I have met Antonine and visited his retreat on my trip to America, and I suspect that he hides other secrets, such as a friend among the local fae. If this is so, he perhaps has a special relationship with Chimera. It may be wise to seek him out and ask him to share such lore.





Sheba Sootstained

This young and curious Stargazer is a Corax—a wereraven. She has spent most of her young life near New York City and is somewhat more cynical and flippant than most Stargazers. But she sought us out from some inner prompting, a deep need for answers to her place in the Gaiaverse. Antonine Teardrop received dreams in which she came to him as the Venerable Lama Heart-Fire, a famed Stargazer master who had passed away in Tibet years ago. He believed that Sheba was his reincarnation, although a most unlikely form for such a sage. He took her to a caern in New Mexico and they gave her the tests. She passed them all, and was thus admitted to the tribe and recognized as Lama Heart-Fire reborn.

She is somewhat surprised by all this and thinks it is a trick to make her think that she is important. While she has come to accept it, she has as yet no conscious memories of her so-called previous life, and thus she ignores the whole thing for the most part. What she really wants to learn are the martial arts disciplines and meditational tricks. She especially wishes to experience her inner light, and is enamored of the idea. She sees her path with the Stargazers as a light quest for a shard of the sun within herself.

She goes from caern to caern begging the sages there to let her read the sacred sutras and records, but is more often than not turned away until she has earned more renown and learned more from experience first. This does little to deter her thirst for knowledge.

Gonji Pure Mountain

This recent convert was previously a Hakken Shadow Lord. He was a cruel warrior and a leader of his pack, but a battle with hungry ghosts—vampires—caused him to doubt the efficacy of his path. While his doubt was instilled by a vampire's mind-persuasion trick, in the end it led him to Zama, a Stargazer monk living at a Shinto shrine. Zama sensed the young Garou's ill-at-ease soul, and offered to lead a purification rite. During the ritual, Gonji saw a vision of Chimera, who told him to abandon his false path and follow the Truth. Gonji begged Zama to accept him as a Stargazer.

Instead of directly honoring his request, Zama sent Gonji on a quest to China to visit a Stargazer caern there. He figured that if Gonji arrived and no longer wanted to leave his own tribe, there was no harm in it. But if the intent was still pure in his heart, then the Stargazers there would test him and see if he was worthy. He returned a year later, having been accepted and trained by a monk there. He requested that Zama become his mentor and teach him everything else he needed to know. Zama accepted.

Gonji has suffered threats from his previous tribe, who consider what he has done to be most disloyal and dishonorable. But Gonji does not doubt his decision. Some of the rift between them was healed when a western Black Spiral Dancer began causing trouble for the tribe. They could not catch him, but Gonji cleverly figured out where his lair was, and waited for him to arrive. When he left the corrupt Garou's severed head at the door of his former elder's home, his old tribe knew that Gonji had not grown weak after leaving the tribe. They have since made gestures of reconciliation, curious about what Gonji has learned since his conversion.



STARGAZERS™

Name:
Player:
Chronicle:

Breed:
Auspice:
Camp:

Pack Name:
Pack Totem:
Concept:

Attributes

Physical

Strength _____ ●○○○○
Dexterity _____ ●○○○○
Stamina _____ ●○○○○

Social

Charisma _____ ●○○○○
Manipulation _____ ●○○○○
Appearance _____ ●○○○○

Mental

Perception _____ ●○○○○
Intelligence _____ ●○○○○
Wits _____ ●○○○○

Abilities

Talents

Alertness _____ ○○○○○
Athletics _____ ○○○○○
Brawl _____ ○○○○○
Dodge _____ ○○○○○
Empathy _____ ○○○○○
Expression _____ ○○○○○
Intimidation _____ ○○○○○
Primal-Urge _____ ○○○○○
Streetwise _____ ○○○○○
Subterfuge _____ ○○○○○

Skills

Animal Ken _____ ○○○○○
Drive _____ ○○○○○
Etiquette _____ ○○○○○
Firearms _____ ○○○○○
Leadership _____ ○○○○○
Melee _____ ○○○○○
Performance _____ ○○○○○
Repair _____ ○○○○○
Stealth _____ ○○○○○
Survival _____ ○○○○○

Knowledges

Computer _____ ○○○○○
Enigmas _____ ○○○○○
Investigation _____ ○○○○○
Law _____ ○○○○○
Linguistics _____ ○○○○○
Medicine _____ ○○○○○
Occult _____ ○○○○○
Politics _____ ○○○○○
Rituals _____ ○○○○○
Science _____ ○○○○○

Advantages

Backgrounds

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

Gifts

Gifts

Renown

Glory

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □ □ □

Honor

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □ □ □

Wisdom

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □ □ □

Rank

□ □ □ □ □ □ □ □ □ □ □ □ □ □

Rage

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

□ □ □ □ □ □ □ □ □ □ □ □ □ □

Gnosis

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

□ □ □ □ □ □ □ □ □ □ □ □ □ □

Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

□ □ □ □ □ □ □ □ □ □ □ □ □ □

Health

Bruised _____ □
Hurt -1 _____ □
Injured -1 _____ □
Wounded -2 _____ □
Mauled -2 _____ □
Crippled -5 _____ □
Incapacitated _____ □

Weakness

OBSESSIVE MIND GAMES:
FAILED ENIGMAS ROLL
CAUSES OBSESSION W/
MYSTERY

STARGAZERS™

Homid

No
Change

Difficulty: 6

Glabro

Strength (+2)_____
Stamina (+2)_____
Appearance (-1)_____
Manipulation (-1)_____

Difficulty: 7

Crinos

Strength (+4)_____
Dexterity (+1)_____
Stamina (+3)_____
Appearance 0_____
Manipulation (-3)_____

Difficulty: 6

Hispo

Strength (+3)_____
Dexterity (+2)_____
Stamina (+3)_____
Manipulation (-3)_____

Difficulty: 7

Lupus

Strength (+1)_____
Dexterity (+2)_____
Stamina (+2)_____
Manipulation (-3)_____

Difficulty: 6

INCITE DELIRIUM
IN HUMANS

Other Traits

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

Fetishes

Item: _____ ☐ Dedicated Level _____ Gnosis _____
Power: _____
Item: _____ ☐ Dedicated Level _____ Gnosis _____
Power: _____
Item: _____ ☐ Dedicated Level _____ Gnosis _____
Power: _____

Rites

Combat

Maneuver/Weapon	Roll	Difficulty	Damage	Range	Rate	Clip

Brawling Chart

Maneuver	Roll	Diff	Damage
Bite	Dex+Brawl	5	Strength+1†
Body Slam	Dex+Brawl	7	Special
Claw	Dex+Brawl	6	Strength+2†
Grapple	Dex+Brawl	6	Strength
Kick	Dex+Brawl	7	Strength+1
Punch	Dex+Brawl	6	Strength

†These maneuvers do aggravated damage.

A armor: _____



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Nature:

Demeanor:

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

Expanded Background

Contacts

Pack Totem

Kinfolk

Past Life

Mentor

Pure Breed

Possessions

Gear (Carried):

Equipment (Owned):

Sept

Name:

Caern Location:

Level: Type:

Totem:

Leader:

Experience

TOTAL:

Gained From:

TOTAL SPENT:

Spent On:

[illegible][illegible]

Metis Deformity: _____

Character Sketch